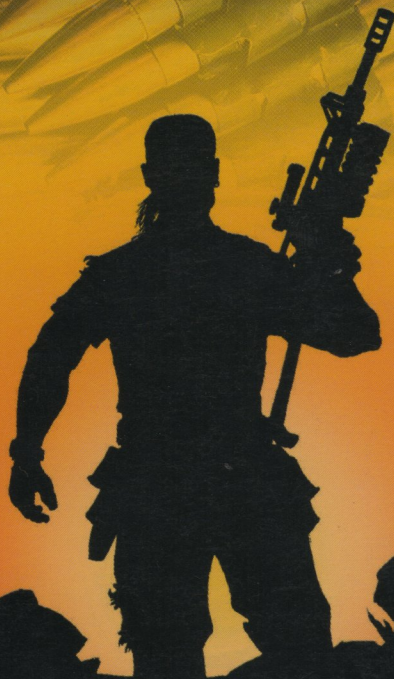


JAGGED
ALLIANCE®

DEADLY GAMES



TACTICAL MANUAL

SIRTECH

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Jagged Alliance: Deadly Games application software

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**JAGGED
ALLIANCE**

**DEADLY
GAMES**

**STRATEGIC AND TACTICAL
MANUAL**

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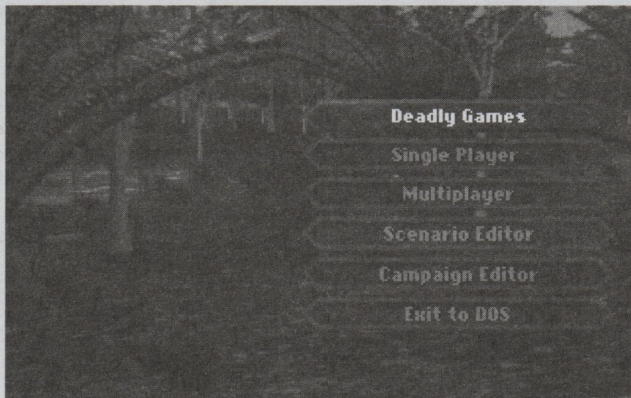
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WELCOME TO DEADLY GAMES

Load your Uzi and prime your grenades—it's time to lead a band of quirky mercenaries into battle. Prepare to sneak through dense forests, blow up bridges, track down hostages, and take out scores of enemies (including your friends). *Jagged Alliance: Deadly Games* is about to start.



There are many ways to play *Deadly Games*. When you begin the game, the Main Menu offers you the following choices:

- **Single Player:** In single player mode, you can play individual scenarios or entire campaigns against computer-controlled opponents.
- **Multiplayer:** You can also play *Deadly Games* with a friend by modem, or a direct serial connection. Up to four players can play over a network.
- **Scenario Editor:** Create your own deadly games with the scenario editor. You can control every aspect of the mission, from the lay of the land to the abilities of the enemy.
- **Campaign Editor:** The campaign editor allows you to create your very own epic by linking scenarios together.
- **Exit to DOS:** If you must break off the battle, this option allows you to return to the civilian world.

The best way to get started in *Deadly Games* is to play some individual scenarios against the computer. Once you've perfected your playing style, you'll be ready to play longer campaigns, to create your own scenarios, and, most deadly of all, to take on other human players in multiplayer mode.

Welcome

The
Main
Menu

SINGLE PLAYER SCENARIOS

Single Player Mode

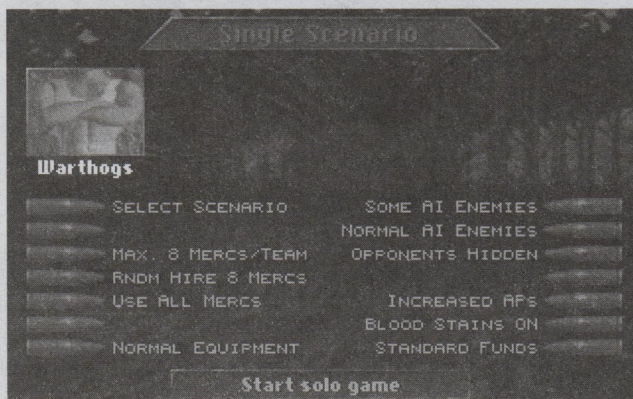
It's time to begin your missionary training. Single player mode is the best way to learn the ropes in *Deadly Games*. It lets you battle against the computer in single missions or longer campaigns. After all, the computer won't laugh at you if your entire team is wiped out in the first turn.

Choose Your Colors

Before you begin a single player mission, you'll need to select a team name and color. Mercenaries on your team are identified on screen by their shirt color. Anyone without your color is a potential target. (Shooting innocent white-shirted civilians is strongly discouraged—unless, of course, someone is paying you to.) Choose from green, blue, red, or yellow and you'll be ready to rumble in the height of mercenary fashion.

Single Player Setup

After you select team colors, the Single Player Setup screen appears. This allows you to customize *Deadly Games* to your liking. Consider it your own built-in cheat screen. Click on the bullet next to an option to select it.



- **Select Game:** You have many choices. A **scenario** is one mission, chosen by you, while a **random scenario** is a mission selected by the computer. **Generate scenario** has the computer create a random mission. A **campaign** is a series of linked missions; a **random campaign** is a series of missions, where each one is randomly chosen by the computer. **Generate campaign** is a series of random missions created by the computer.
- **Select Length:** You may select the length of a random campaign with this option. Short campaigns consist of just 5 missions, medium campaigns last for 10 missions, and long campaigns last for 20 missions. Infinite campaigns, on the other hand, never end—they just keep going, and going
- **Maximum Mercenaries Per Team:** This option sets the maximum number of mercenaries you may hire for your team. You may use from one merc (when you're feeling brave) to eight mercs (when massive firepower

SINGLE PLAYER SCENARIOS

is required).

- **Random Hirings:** If you don't want to hire mercenaries yourself, *Deadly Games* will do it for you. Think of it as an executive placement service. You can have the game select all, some, or none of your mercs for you.
- **Merc Quality:** Mercenaries, like fine wines, vary in quality. If you have Random Hirings selected, this option lets you specify whether you want your random hires to be from Poor, Fair, Elite, or All mercenaries. Keep in mind that, while it's fun to blast away with all Elite mercs, it's even more fun to test your skills by using only Poor mercs.
- **Equipment:** This option controls the type of equipment your mercs start with. Basic equipment provides the bare essentials needed to do the job, Normal supplies the mercs with average gear, and Great gives them a few of the more powerful war toys to play with.
- **# of AI Enemies:** If you select Scenario, there will be exactly as many computer-controlled enemies as the designer placed in this mission. If you'd like to control the number of bad guys yourself, you may choose from Few, Some, Many, or Maximum AI enemies.
- **Quality of AI:** This option controls how smart the computer-controlled enemies are. On Wimpy, your enemies are dimwits; on Elite, each bad guy is an Einstein. If you chose Many or Maximum AI enemies, increasing the quality of the AI may also make some of your opponents physically tougher as well.
- **Opponents Visible:** If you select Opponents Hidden, you can't see enemies in the field unless they are in one of your mercenaries' view range. If you select Opponents Visible, though, the enemy can always be seen no matter how hard they try to hide. Opponents Visible is great for new players learning the game—or those who want to skip the cat-and-mouse tactics and get straight to the gunplay.
- **APs (Action Points):** Action Points control how much a mercenary can do in a single turn. If you select Increased APs, mercenaries will be able to move further and do more in a turn than if you select Normal APs. Increased APs is ideal for speeding up play in multiplayer mode.
- **Blood Stains:** If blood stains are on, then wounded opponents will leave crimson trail behind them as they walk. This is perfect for tracking down your enemies. If you're feeling queasy, turn blood stains off. You'll be able to whack the enemy without creating a mess.
- **Funds:** You can change how much money you start off with by selecting from Standard, Generous, and Limited Funds.

When you've tailored the options to your satisfaction, click on **START SOLO GAME** and you'll be taken to the scenario selection screen. Here you may choose the mission you'd like to experience. Click on the scenario name to select it, then click on **LOAD** to head off to the mission.

Meet Mr. Gus Tarballs, a veteran of many campaigns and a guy who doesn't have a lot of patience for wimps (as you'll soon see). He acts as a clearinghouse for missions, offering them to you and other groups when you feel the need for a little action, and a little cash.

Select
Scenario

Mission
Briefing

GETTING STARTED

When you enter his briefing room, Gus will tell you about the job he's offering and will leave you alone to ponder your mission on the Single Scenario screen.

Every mission you're sent on has a set number of turns. These are listed under "Mission." For instance, the mission might be to retrieve a set of top-secret blueprints in 20 turns. If you don't have those blueprints in your hot little hands by the end of turn 20, it's too late. You won't collect the reward, and Gus will give you a brutal tongue-lashing.

Once Gus has finished your briefing, click on **DONE** to move on to the Team Screen:

The
Team
Screen

Assignment Button

Portrait

Statistics

Review Mission

Hire Mercs

Start Mission

Adjust Music, Sound, Etc.

NAME	RANK	EXP	SAL	MISC	GOS	TIR	SIP
1000	40	600	2500	4800	1550	170	180
51	51	12	14	10	50	32	12
73	45	16	25	44	22	20	14
58	24	14	12	40	21	52	11
71	28	55	25	20	71	51	58
20	0	0	16	14	0	2	22
0	1	4	22	22	0	1	0
55	0	31	10	31	25	2	0
49	32	55	20	42	26	35	41
2	1	1	2	4	2	1	1

Review Mission

Adjust Music, Sound, Etc.

Hire Mercs

Start Mission

This is one of the most important screens in *Deadly Games*. From here, you review your team members and hire new ones. You will start the game with no one (unless you've selected Random Hirings on the Game Setup screen). To hire mercenaries, click on the A.I.M. button in the lower right corner.

The
A.I.M.
Screen

The Association of International Mercenaries (A.I.M.) acts as the sole agent for those involved in the shady underworld of the hired gun. By selecting A.I.M. from the Team Screen, the complete files on these mercenaries are available for your inspection.

The
Portrait
(Hire)

When you first contact A.I.M., you'll see the mercenary interview screen. A mercenary's portrait gives you a look at who you're dealing with. Mercenaries who are currently not available will have **ON ASSIGNMENT** stamped across the file's portrait (after all, you're not the only one who's hiring).

Left clicking on a mercenary's portrait offers him a contract with your team. Should the merc accept, his file moves to the Team Member section.

View
All Mercs

Right clicking on a member's portrait shows you all the portraits of all A.I.M. mercenaries. This allows you to hire mercs more quickly once you're familiar with their faces.

GETTING STARTED

Portrait
(Click here to hire)

Name

Statistics

New Mercs & Current Team Members

Field Name

BIO or Gear Info

Move to the Next or Previous Mercenary

Toggles Between BIO and GEAR Windows

Back to Team Screen

Your Funds

Edgar "Nails" Smorth	
SALARY	1800
HEALTH	72
AGILITY	60
DEXTERITY	88
WISDOM	79
MEDICAL	11
EXPLOSIVES	51
MECHANICAL	63
MARKSMANSHIP	84
EXP. CLASS	3

Edgar Smorth was the leader of the largest biker gang on the continent. He's as tough as you guessed it, Nails, and he's wanted in just about every country with law. For now, Nails has decided to lie low in A.I.M. A word of warning - Don't mess with the vest!

Team Roster:

- ELI
- IRONMAN
- WINNIE
- FLICK
- MAGIC
- ICE

Funds: 3950

A.I.M. uses its huge intelligence network to keep up-to-date biographies on all its mercenaries. These provide a look into the personality and skills of a potential member, and give you a chance to judge his or her suitability for your team.

Clicking on the GEAR button switches to the gear screen. Mercenaries may carry a personal collection of goodies that they consider necessary tools for their trade (medical bags, lockpicks, etc.). Click on an item to get its description.

A mercenary's statistics represent his or her overall ability in an area, and are shown as a number between 1 and 100, with 1 being pathetic and 100 being the top of the line. Through training and field missions, some mercenaries may be able to increase some of their statistics. As a mercenary's statistics increase, he or she becomes more valuable, and therefore may demand a higher . . .

Salary is the amount the mercenary charges for a single mission. This comes directly out of your pocket, and must be paid to the mercenary at the beginning of the mission. (Mercs operate on a strictly cash-up-front basis.) Be careful not to spend yourself dry with high-priced guns until you can afford their exceptional talents.

Health represents the general, physical well-being of a mercenary and the amount of damage he can take before death. A mercenary with 100 health is in perfect physical condition. A mercenary with 10 health is just a step or two away from the morgue. Health also influences the overall performance of a mercenary and the effectiveness of other statistics and skills. After all, it's hard to perform any job well when your arm's falling off.

Biography

Gear

Statistics

Salary

Health

GETTING STARTED

Agility

Agility measures how well a mercenary reacts physically to a new situation, whether it's a shotgun blast or a pesky mosquito. Agility affects the speed, coordination and control a merc displays while recognizing and reacting to an event, as well as the merc's traveling speed.

Dexterity

Dexterity measures a mercenary's ability to perform delicate or precise movements correctly. For certain skills, like medical talents, a high dexterity is very important. Having read all the books doesn't do much good if your hands shake during surgery.

Wisdom

Wisdom affects a mercenary's ability to learn from experience and training. Naturally, it also affects his interpretation of things. Highly intelligent members have no difficulty mastering the inner workings of complex military items. Those not so mentally blessed take more time to absorb the intricacies of a skill or action. (Hey guys! Look at the funny metal pineapple with the pin in it!)

Skills

In addition to statistics, all A.I.M. members have four basic skills that lie at the heart of the mercenary trade. Like statistics, skills range from zero to 100 and may increase with practice.

Medical

From bruised shins to sucking chest wounds, mercenaries get hurt. Since mercs seldom get into firefights near hospitals, they must rely on one another for treatment.

A member's **medical skill** represents his or her current medical knowledge and ability to heal the wounded. A mercenary with a high medical skill could perform brain surgery with a can opener and a sewing kit, while a low skilled mercenary would be unable to treat a paper cut successfully.

Explosives

A member's **explosives skill** determines his ability to create, use, and disarm explosives without blowing himself sky-high. A highly skilled merc could disarm the most complex bomb without breaking a sweat, while a low skilled merc might destroy the building just by trying to light a sparkler.

Mechanical

Mercenaries use all sorts of gadgets—their weapons, radios, locks, and so on. **Mechanical skill** rates a merc's ability to repair damaged, worn-out or broken items, jimmy locks, and to combine existing objects to form new ones.

Marks- manship

A keen eye and a steady hand contribute to the sought-after talents of the marksman. A mercenary's **marksmanship skill** reflects his or her ability to hit, precisely, any given target with a firearm.

Experience Class

Experience class is the most important mercenary trait. It reflects the sum of their abilities—their years in A.I.M., the amount of combat they've seen, and how knowledgeable they are in the field. As mercenaries gain in experience class, they also gain certain benefits:

GETTING STARTED

- Their ability to detect boobytraps and ambushes improves
- They become sneakier and their stealth increases
- They are able to focus their sights on an enemy target more quickly and accurately
- Their overall proficiency in field operations increases
- Their salary increases (mind you, it's a benefit to *them*.)

After reviewing the files of A.I.M., you'll want to hire some mercs for your team. Creating a well-balanced, affordable team that can shoot without blowing their toes off isn't as easy as you might think. So, before you wantonly offer contracts to every mercenary and his brother (or sister), take some time to think things over.

- How many mercenaries do you need on your team? Take the minimum number needed to complete your objectives.
- Try to get a good mix of skills on your team. A group of four mechanics isn't going to scare anybody ("Drop your weapons *now*, Mike, or we won't fix your transmission!").
- Tailor your team to the type of game you're playing. If you're playing a single scenario, there's no real need to hire mechanics or highly-skilled doctors. In campaign mode, though, these specialists can be essential.

When you've decided you want to hire a particular mercenary, click on his or her portrait. The mercenary will consider your offer, and tell you whether it's acceptable.

Once you successfully contract a mercenary for your team, his or her portrait will appear in the Team Members section of the A.I.M. screen, and the file will be stamped ON ASSIGNMENT.

Sometimes negotiations don't go so well. Mercenaries may turn down your offer of employment for many reasons, depending on their personalities and your success (or lack thereof) in the field. Remember, these men and women have their own attitudes, allies and enemies, and, since you're not their only employer, you need them more than they need you.

To remove a mercenary from your team, **left click** on the portrait in the Team Members section of the A.I.M. screen. To check out their stats, **right click**.

Members who have been with you for a while won't be too upset when they're fired. Members who have been hired but have not fought any missions for you will be much more annoyed. Mercenaries don't like to be trifled with.

When you're finished hiring mercs, click on EXIT. This will take you back to the Team Screen, where you may review and equip your team before sending them into the trenches.

Offering
a Contract

Getting
a Contract

Being
Turned
Down

Firing a
Mercenary

GETTING STARTED

Assignment Button

The Assignment Button above each merc's portrait on the Team Screen indicates what the merc will be doing for that mission. When playing a single scenario in *Deadly Games*, you'll probably want all your mercs ON DUTY, out in the field. When playing a campaign, though, you might need some mercs to tend to other matters, such as healing to the wounded or repairing your equipment. For more information, see the Campaign section of this manual.

Swapping Positions

You can swap the positions of your mercs by **right clicking** over a merc's portrait. You'll see a yellow SWAP. Just click on any other merc's portrait, and the two will trade places. Clicking again on the same merc cancels the process.

The Inventory Screen

While on the Team screen, you may also review and manipulate your mercenary's inventory. **Left clicking** on a merc's portrait moves you to the Inventory Screen.

Picking Up Items and Checking Them Out

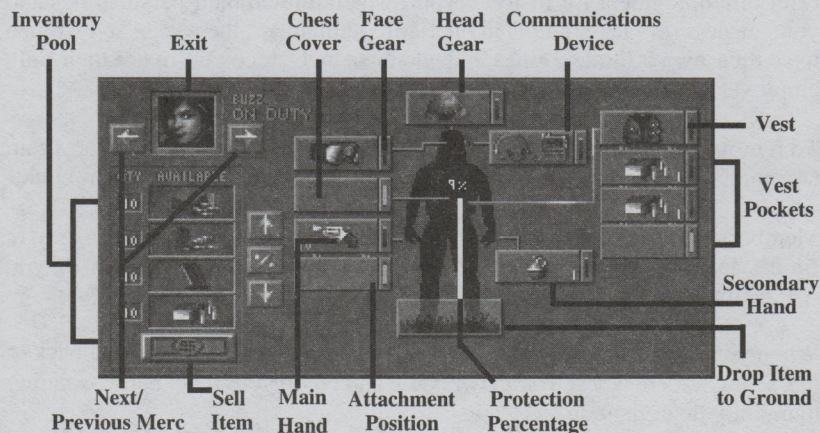
- **Right click** on an item to get its description.
- **Left click** on an item to pick it up. You may then move the item to another slot, the inventory pool or another member. **Left click** again to place it.
- **SHIFT/Left click** on a group of items (like three grenades) to pick all of them up.

A Team Member's Inventory

There are two parts to the inventory screen: the selected member's inventory on the right and the inventory pool on the left.

Within each inventory slot you'll see a picture of the item, and its working status. For grouped items, the number of individual items is also shown. For items that hold ammunition, you'll see the remaining ammo amount instead.

The Head Gear, Communications Device, Face Gear and Chest Cover slots hold corresponding items. The Main Hand, Attachment Position, Secondary Hand and Vest slots, though, are somewhat different.



GETTING STARTED

Vests have a varied number of pockets that may be used to store single or grouped objects. *Deadly Games* will add an inventory slot for each pocket the vest has. You can transfer the vest to another member or the inventory pool with its pockets full, or you may empty the pockets one at a time.

The Main Hand holds whatever a mercenary plans to use. Most often, the grunt will be holding a weapon in this hand. In other situations, the item in the Main Hand might be a medical bag, key, or toolkit.

Mercenaries use the Attachment Position to hold and manipulate items. When an item is placed in the Main Hand, the open slot below may be used to add an attachment to the item or to permanently combine items. For example, rifles may be fitted with silencers. Sometimes merging two items will create an entirely new item. The working status of any new object created or improved upon depends on the mercenary's mechanical talent and the quality of the items. The attachment position can also be used to take things apart, like a message in a bottle, for instance. Not all items can be put together and taken apart like this, but *Deadly Games* always displays an attachment slot so you can be creative and experiment.

Mercenaries have a secondary hand where they hold items that may be called into play. Items in the secondary hand can be transferred to the main hand quickly and easily during play by **right clicking** on the item in the secondary hand on the main play screen.

The inventory pool is a stockpile of items at home base. While still at headquarters, members can grab anything from or put anything into the pool. While in the field, items in the inventory pool remain at headquarters and aren't accessible. They also aren't subject to the normal wear and tear of combat. Using the arrows to the right of the pool, you can scroll through the collection. Clicking on the "%" button toggles between the working percentage status and quantity of an item. When you add items to the inventory pool by clicking on any slot, occupied or not, the pool automatically adds a slot and places the item with others like it (similar weapons go together, for instance).

Mercenaries can *permanently* rid themselves of unwanted items before the mission begins. While in the inventory screen, just pick the item and drop it to the ground at the mercenary's feet. Click on OK to confirm that you want to trash the item.

Try selling an item before you toss it out. To sell an unwanted item, drag it to the dollar bill button under the Inventory Pool. Micky O'Brien, your friendly neighborhood arms dealer, may appear to make you an offer. Of course, you can't expect much for secondhand goods.

The arrows to the right and left of the mercenary's portrait allow you to scroll through the team. You can also move items between members this way. **Left click** on an item to pick it up, and scroll through to the desired recipient.

Vests

Main Hand

Attachment
Position/
Merge
Items

Secondary
Hand

The
Inventory
Pool

Getting
Rid of
Items

Selling
Items

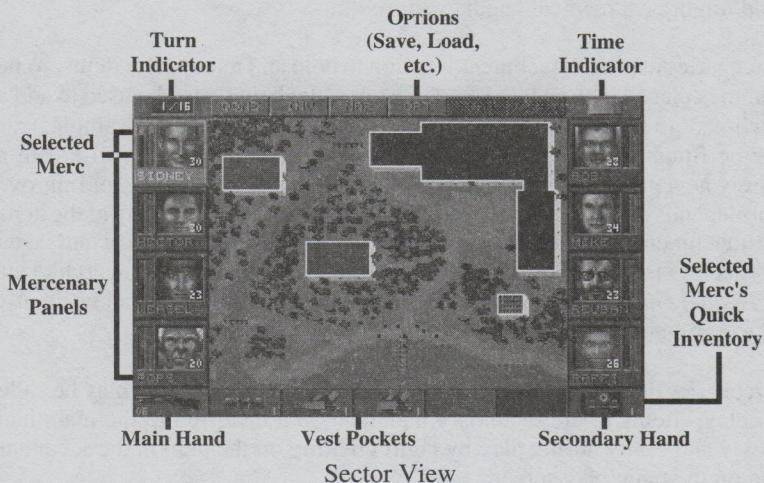
Trading
Items

MOVE OUT!

Starting A Mission

Your guns are oiled and cleaned. Your ammo is just itching to scream down that barrel, and your mercs are so eager for combat they're starting to look at each other weird. It's time to head to the field. From the Team Screen, select **START** to begin your mission.

When you first arrive, you'll see an overview of the combat zone:



Adjusting Your View

Depending on your preference, *Deadly Games* offers you four views of the action. Use the **Page Up** and **Page Down** keys to cycle through these views.

- **Sector:** The bird's eye view, like the one above, gives an overhead view of the entire sector. Mercs and enemies appear as colored squares, while visible items show as flashing white dots. While in sector view, you can move, but you can't target enemies. **Right click** to shift to normal view. You may also select this view by clicking the **MAP** button at the top of the screen.
- **Full:** Gives you a full screen view of the action.
- **Wide:** Removes the merc panels from both sides. When you select mercenaries on the field, though, their portraits and quick inventory bar will briefly appear on the screen.
- **Normal:** The screen as it, well, normally appears: a close-up of the playing field, mercenary panels on the sides, quick inventory on the bottom, and options buttons at the top.
- **Toggle:** **TAB** toggles between the Normal view and your last setting of Wide or Full.
- **Exploration Automap:** Press **TAB** when in Sector view to see the exploration automap. This view shows just the places you have seen so far—very useful when you're searching high and low for an item! To return to the Sector view, press **TAB**. To exit the exploration automap and view another location in the sector, **right click** on that location.

MOVE OUT!



Normal View



The mercenary panels to the left and right of the Main Play Window show you how each mercenary is doing. Within each mercenary's panel, three status bars track his or her vital information.

- **Health:** The red bar tracks the member's current physical state. If a mercenary is wounded, the health bar drops to reflect his or her condition and leaves an "injury tracker" in its place. Injuries left untreated are shown in yellow. Treated injuries, on the other hand, show pink. Left untreated, injuries have the potential to permanently lower a mercenary's health rating.
- **Breath:** The blue bar tracks a mercenary's breathing rate and energy. It will fall as the member exerts energy and performs activities, and will rise as he or she rests. How quickly the member regains breath depends on the member's well being and how exhausted he or she was in the first place.
- **Action Points:** The orange bar tracks a mercenary's action points. Depending on the speed of a character, he or she has a certain amount of action points that determine just how much the merc can do in a given round of combat. Mr. Caffeinated, for instance, has about 24 action points, so he can do a lot in a single round of combat. Mr. Sluggo, on the other hand, has only 8 action points and might get around to shooting an enemy . . . maybe, eventually.

Holding down the left mouse button on these status bars shows you the mercenary's statistics.

Right clicking on the mercenary's panel spins you to their personal options. Here, you can set certain default behaviors. MUTE, for instance, allows you to play a bit quieter late at night by turning off the merc's attention and "OK" sounds. The other personal options determine how that merc shoots and moves overall, and are covered fully in the FIRING FEATURES section of the manual.

Mercenary Panels

Status Bars

View Stats

Personal Options

MOVE OUT!

Options

Click on OPT to gain access to the **play options** buttons. These let you customize your game settings. From here you can toggle sound effects, speech, music, and text subtitles on or off, adjust sound and music volume, and set certain game options that affect how *Deadly Games* displays your ongoing battle.

- **Item/Info:** When this option is on, *Deadly Games* will provide you with text descriptions of items, even if Subtitles are off.
- **Tracking:** When set to off, *Deadly Games* will not follow a merc as he moves to his destination.
- **Conf. Move:** To protect yourself from the effects of a hair-trigger mouse finger, you may want to use Confirm Move. When on, *Deadly Games* will ask you to confirm all destinations with an extra click. On the first click, you'll see a red square. If that's where you want the merc to go, click again.
- **See Misses:** When on, *Deadly Games* will follow the course of every bullet fired. When off, only hits will be tracked.

Saving and Loading

You may also save or load your game in progress from the options buttons. To save, click on SAVE, enter a description of your game (such as "wiping out enemy scum") and click on SAVE. As you'd expect, click on LOAD to reverse the process. **Note:** you may not save or load games during a mission in multiplayer mode. Click on QUIT to abort your mission and return to the Main Menu.

Turn Indicator

When you and Gus get together just before your mission, he'll tell you precisely how long you have to completely it. During the mission, the current turn number is shown in the upper left hand corner of the screen, along with the total number of turns in the mission. If you forget what your mission is, like Larry, **left click** on the turn indicator for a summary of the current mission.

Time Indicator

In the upper right hand corner of the screen is the time indicator. In single player mode, this shows you how far along the computer is in its move during its turn. In multiplayer mode with limited turn times, the indicator shows the amount of time left in the current player's turn. **Right clicking** on the time indicator pauses the game.

Selecting Mercs

Your mercs have to find the enemy before they can blow them away. To tell a mercenary what to do, you must first select him or her. Mercenaries may be selected by **double clicking** on their portraits, or by **single clicking** on their figures on the playing field. A selected member's panel shows gold, and his or her Quick Inventory shows at the bottom of the screen.

Walking Around

The normal destination cursor is a small square. **Left click** with this cursor on an acceptable destination, and the mercenary will attempt to travel there. A mercenary's movement speed depends on their physique, energy level, and the type of terrain. It also depends on the number of action points a merc has. For more information, see the section on Action Points later in this manual.

MOVE OUT!

Mercs will avoid obstacles in their path and generally choose the easiest and shortest route. Of course, what a merc considers to be the best route may not be the one you would have chosen! If you want a precise route, you may want to strategically control his path in short bursts. While mercenaries are on the way, a blue box will appear around their portraits.

Sometimes, you might be interrupted mid-move. For instance, your mercenary might be trying to take cover behind a building. As he passes by a tree, an enemy rushes him with a knife. The enemy, then, gains initiative. Once he's had a stab at it, control will be returned to you. If you want the mercenary to continue on his previous route, just pass the mouse over his portrait. CONTinue will appear (assuming the merc isn't too injured to move), indicating a stored action. Click again, and the merc resumes his original route. (Of course, he can also stay there and kick the guy's face in.)

In addition to ordinary walking, there are other, special, forms of movement:

- **Crouch:** Crouching makes merc less visible and harder to hit. To crouch, **right click** over a *selected* merc, then **left click** to confirm. Or, **ALT left click** over the merc.
- **Change facing:** To make a mercenary face a different direction, **right click** in the direction you want the merc to face, then **left click** while holding the right mouse button down.
- **Sneak:** Moving quietly. Hold **SHIFT** and select the destination.
- **Back up:** Hold **CTRL** and select the destination.
- **Exchange:** When mercs are traveling in narrow corridors, they may need to switch places with another merc one square away. To do so, select one of the mercenaries. Now, put the cursor over the other, and press "X."
- **Swim:** During your missions, you'll encounter various streams, lakes and rivers. Mercs can navigate these water hazards, but, unless there's a handy nearby bridge, it will involve getting wet.

Swimming is the most demanding form of movement. Before a mercenary takes the plunge, check his or her blue breath bar. As they swim across the waterway, often laden with heavy gear, they tire and the breath bar falls. Mercenaries whose destinations are in water will tread as long as they can until given a new destination.

When the breath bar reaches zero, the mercenary drowns and becomes fish food. While swimming or wading, members may not use weapons (they're either held over the head to avoid water damage or slogged along on the merc's back if he's swimming).

There is always a chance that your mercenary's inventory may be damaged by the water while swimming. If you are concerned about damaging a particular item, avoid deep water areas where the mercenary has to swim and therefore submerge his inventory. After crossing a river, review each mercenary's inventory to get an up-to-date report on the working status of each item.

Continuing
a Move

Crouching,
Sneaking,
and Such

Water
Hazards

MOVE OUT!

Inventory

You may access a mercenary's inventory in various ways during a mission. One method is to select the merc, then click on the INV button at the top of the screen. Or, just press the "T" key. Both these methods take you to an inventory screen similar to the one accessed through the Team Screen.

While viewing a mercenary's inventory, you may trade items and review other members who are near the selected mercenary. All members who are within reach are highlighted, and mercenaries who are next to one another will form a chain to pass items along.

- **Moving to another member:** Click on a member's portrait to move to his or her inventory screen.
- **Trading an item:** Select the item, move to another member's screen, and deposit it in an available slot.

Quick Inventory

The contents of the selected mercenary's vest pocket, as well as the items held in his or her hands, are also shown in the Quick Inventory at the bottom of the Main Play Screen.

- **Main Hand:** The slot on the far left holds the item the mercenary intends to use (typically a weapon). **Right click** on the main hand to move the item to the secondary hand, if available, or to a vest pocket, if available.
- **Secondary Object/Hand:** The slot on the far right is the mercenary's secondary object and is a great holding place for items you want to access quickly. **Right click** on the secondary hand's item to swap it for the item in the main hand.
- **Vest Pockets:** The middle slots show you the items currently in the mercenary's vest pockets. The number of slots available to you depends on the number of pockets in the vest. **Right click** on a vest pocket to quickly view the mercenary's complete inventory.

Left click on any item in quick inventory to pick it up and move it to another location.

Using Items

To use an item in *Deadly Games*, it must first be in the selected mercenary's Main Hand. You can move items to his or her main hand by viewing their inventory.

To use the item in the main hand of the selected merc, **Right click** in the main play window. Depending on the item's nature, different Use cursors will appear. Firearms, for instance, will show a target cursor, keys show a key-shaped cursor, a first aid kit shows a cross cursor and so on. **NOTE:** If you try to use an item, but get a "?" cursor, then the item has no immediate use in the playing field.

With the Use cursor on the field, **left click** on the target or object, and action begins. For instance, a mercenary with a medical kit will attempt to heal

MOVE OUT!

someone who's feeling a bit under the weather. If a mercenary is out of range, he or she will proceed toward the destination until in range and then perform the selected action. A small icon will appear on the mercenary's portrait to show you that they are busy.

You can change the cursor to a Hand at any time on the main play screen by holding the **CTRL** key down. You use the Hand Cursor for just about any activity that requires the mercenary to use his or her hands: searching locations, opening doors, picking up items on the ground, and so on.

While holding the **CTRL** key down, press and hold the **right** mouse button to magnify any visible item for identification purposes. (You can also press "Z" to zoom into the item while your cursor's over it.)

While holding the **CTRL** key down, **left click** on the object or item you wish to manipulate, and the mercenary will move into range, then search, open or otherwise handle the item or object. You can use **CTRL-left click** to:

- Pick up items on the ground.
- Search an area.
- Open doors.
- Open crates and boxes.
- And more. (Experiment!)

To pick up items or search areas "automatically," move the cursor over the location. If it's an area a merc can't go ("X"), **left click** on the area. The cursor will change to a hand. **Left click** again, and the mercenary will search the area. If you see an item out on the field, hold the destination cursor over it for a few seconds, and it will automatically turn to a Hand Cursor, even if your merc is standing over the item. **Left click** and the mercenary will try to go to it and pick it up.

Not all items are immediately visible. Some mercenaries have seen a lot of hostile territory and tend to take particular notice of bumps on the ground or strange patterns in the grass. Other mercs, those equipped with metal detectors, might just be able to find items even the best trained eyes would have passed over.

When mercenaries find what they believe is an item buried in the ground, they'll place a blue flag over it. Of course, what's actually buried there—if anything at all—is anybody's guess. It might be a land mine that'll blow you 40 feet into the sky . . . or the item you've searching for the entire mission. To dig up or disarm the item, use the Hand Cursor on the blue flag (and cross your fingers).

The
Hand
Cursor

Zooming
In

101
Uses

"Auto-"
Pick Up

Hidden
Items

MOVE OUT!

Firing Weapons

You won't spend all your time strolling around and picking up souvenirs. As soon as you encounter an enemy, things will heat up quickly.

Naturally, a mercenary's first instinct when he sees an enemy is to fire. To do so, make certain there's a weapon in his or her main hand (bottom left corner of the screen).

Right click to get the Target Cursor.

Then, **left click** on the item or person you wish to target. Targeting and firing uses up some of the merc's action points. The action points will be shown in the center of the target. (For more information on action points, see the section on action points later in this manual.)

Naturally, there's more to firing a gun than owning one (just ask the NRA; they'll send you a million pamphlets on it). First, your mercenary draws the gun and aims, concentrates his aim if he chooses to, and finally, he fires the gun.

The Draw

- **Drawing the gun:** Bringing a gun up to a shooting position takes a certain amount of time. How quickly a mercenary can do it depends on his or her experience and the nature of the gun. A big honking M16 will take more time to draw than a well-oiled Beretta. When you first target the enemy, you'll see the minimum amount of action points required to make the shot. (If you have Max Aim set, though, you'll see that number instead.)

Aiming

- **Concentrating Your Aim:** If you have time and want to expend the action points, you can perfect your aim. To do so, just **right click** while targeting. You'll see points being added. As a result, your mercenary is taking a bit more time to perfect his shot. Keep in mind, though, that for the cost of two good shots, you might be able to fire off three cheap shots. However, if you can't afford to miss, the extra time might just pay off. If his or her gun is equipped with a scope, this extra time is required in order to make use of it.

- How much can you increase your aim? At most, four points. After a certain amount of time, you've pretty much done all you can do.
- By selecting Max Aim, you can permanently set your mercenary to fire to the best of his possible ability. See "Firing Features" below.

Firing

- **Firing the Gun:** Once your gun is drawn and aimed, **left click** to deliver the bullet to its destination. *Deadly Games* will let you know of any damage you've done (of course, his groan will, too).

Refires

- **Refires:** Since you've already turned to meet your enemy and readied the gun, refires typically cost fewer points than first shots.

Firing Features

Deadly Games has two features that allow you to set certain defaults for a mercenary's firing habits. Both are available on the flip side of a mercenary's portrait. Just **right click** on the portrait to reach them.

MOVE OUT!

- **Max Aim:** If you always want a mercenary to fire at his or her best, select Max Aim. *Deadly Games* will always allocate the maximum number of points (of what's left) to perfecting the merc's shot. You may, however, **right click** to lower these points.
- **Rsv Pnts** (Reserve Points): If you want to ensure that your mercenary will always have enough points to fire, lob his grenade or stab with his knife when he reaches his destination, select RSV PNTS. Once a merc has reached a point where any further action would leave him without time to fire, he will stop, and his action points will be displayed in yellow. Of course, you can keep him moving on his selected path if you choose to. Once he's beyond the minimum firing amount, the action points will be displayed in red.

A mercenary's marksmanship and her gun's abilities play a large part in whether she hits the target. But other factors also come into play. For instance, if you're trying to shoot at an enemy through trees or while you're nearly unconscious, your odds of hitting the target are slim. Accuracy is a matter of sight, skill and, sometimes, plain ol' luck. (You never know when your shot will head dead on toward a target, only to be deflected by a tree branch blowing in the breeze.)

When someone is hit, a number will flash above the mercenary or enemy on the field. For your mercenaries, you'll also see his or her character portrait flash red, and his or her health may drop if damage is done. If that mercenary takes too many hits, or perhaps a single lethal one, a skull replaces the portrait.

If a mercenary runs out of ammo, he'll automatically reload from his supplies. If, however, he doesn't have the right type of ammo or is out entirely, he'll let you know with a few choice words. **Exception:** mortars and grenade launchers must be reloaded by hand.

Sometimes, guns become jammed—especially if they're in poor condition. Obviously, a trip to a repair specialist, a mechanic, is necessary. It's been reported that the re-firing of a jammed gun sometimes also clears up the problem.

Explosive devices are the play toys of mercenaries. Your multiplayer buddies will also find them endlessly entertaining. Sooner or later, you'll run into (or away from) an explosion or a deadly gas. While certain things, like gas masks, may protect you from the effects of gases (if you're wearing them), a sudden explosion can easily level you, your team, your equipment, and the surrounding countryside. The damage your mercenaries take from explosions and gases depends on how close you are to them when they detonate, how deadly the explosion or gas is and how well protected you were when the blast or gas hit.

Max Aim

Reserve
Points

Hitting
the
Target

Taking
a Bullet

Reloading
Weapons

Jammed
Guns

Explosives

MOVE OUT!

Taking Damage

How much damage a mercenary takes depends on lots of different factors. If the mercenary was wearing a bullet-proof vest, for instance, he or she might feel the impact of the bullet, but otherwise suffer no damage. If a mercenary is hit in the head with a mortar shell, you'll probably be left with nothing more than a grease spot.

Permanent Damage

When hit, a member suffers a certain degree of damage that may be healed with medical treatment. This damage is shown in yellow. If left untreated, the mercenary will continue to lose health. Should their health fall below 15, the member falls down, becomes immobile and slips toward unconsciousness.

Most importantly, if he slips below 15, each time he loses a point of health, it comes off his maximum health *permanently*.

Once down, a merc can't shoot or move but can perform some very basic tasks like talking or listening to fellow members. If a mercenary's health drops below 10, he or she will fall into a state of unconsciousness, and a dark grille will appear over his or her portrait. All radio contact with unconscious members is broken, and they aren't likely to be seen on the Main Play Window unless they're in another mercenary's line of sight.

An unconscious member who does not receive enough treatment to return him to consciousness before the end of the mission may die. At the end of each mission, any conscious medics with medical kits will make a last-ditch attempt to save the lives of their mortally wounded teammates.

Medic!

Any member with a first-aid or medical kit may administer field treatment. First, move the kit to his or her Main Hand.

- **Right click** to bring up the first aid cursor and;
- **Left click** on the mercenary whom you wish to treat. The medic will move into position next to the injured mercenary and begin applying first aid (assuming the medic has enough action points). To have a medic treat himself, **right click** to bring up the first aid cursor, then **left click** on the medic.

As the bandages are applied, the yellow portion of the health bar will begin to turn pink. If treatment is disrupted before completion, though, the pink will slowly begin returning to yellow, and once again treatment will be required to prevent further damage.

Keep in mind that the both medic and patient are very vulnerable to attack during treatment. Not only are they preoccupied, they are generally unarmed.

When You're DONE

The DONE button along the top of the screen is used to end your turn. In general, you can do all you want to in your turn until:

MOVE OUT!

- All your mercs run out of action points (or have too few to do anything with) or;
- You call it quits because you've done all you wanted to do. Maybe you just want to stay out of harm's way, or reserve some points for a possible interrupt.

Sometimes, you'll want to end a turn even though you haven't used all of a merc's action points. That's because you may get the opportunity to ambush the enemy during his turn. For example, your merc might be hiding behind a tree when, suddenly, an enemy appears from around the corner. If your merc's skills and level are high enough, she may get a chance to interrupt the enemy in mid-move. If she has enough action points, the merc can use the interrupt to fire, move, or anything else.

If you don't use all of your action points in a turn or an interrupt, up to 5 points will roll over to the next turn. If you have more than that left over, the extra is lost when your turn begins.

Sometimes, missions don't go quite as planned. Maybe your entire team was wiped out by an enemy ambush, or perhaps an explosion destroyed those top-secret blueprints you were supposed to fetch. Worse yet, the last time you saved was two missions ago. It looks pretty bad.

Never fear. In a solo game, you can simply press the "R" key to turn back the clock and restart the mission. You'll be taken back to the Team screen, just before the mission began.

After all the turns have passed, the mission comes to its conclusion. You and your mercs rest knowing that you've met Gus' objectives and wait eagerly for him to dole out the reward money. (If you failed in your mission, don't expect a handout.) *Deadly Games* will also present you with a rundown of your current situation:

The Success Screen delivers the good news, such as how much money you made, how many enemies you've killed, and how many game points you've won. The two most important numbers on this screen are "New Bal.", which gives you your current total cash balance, and "Current", which lists the total number of game points you've accumulated by winning missions, making money, and killing enemies.

Should you fail in your mission, there is also a Failure Screen. (Of course, *you'd* never have a reason to see it, right?) Suffice to say that Failure Screen contains the same information as the Success Screen, but in a nastier setting.

Interrupts

Leftovers

Whoops!

Mission's
End

Success

Failure

THE RULES OF WAR

The Rules of War

Combat in *Deadly Games* can be, well, deadly. There are two simple rules you must keep in mind if you want to avoid a gory end:

- All actions, from moving around to firing a weapon, are governed by action points, and
- You see what your mercenaries see

Action Points

Everything in *Deadly Games* is governed by **action points**. For whatever a merc does, *Deadly Games* will continually alert you to the action point cost. You'll see the amount in the center of your cursor.

Action points are a numerical representation of how many actions a mercenary can perform in a single turn, and are based upon the experience and overall statistics of the mercenary including his or her health. Mr. Caffeinated can do fifty pushups, rotate his tires, do his taxes and still have time to blast away the entire enemy squadron. Mr. Sluggo, on the other hand, would have just figured out that something was going on in that same period of time.

For instance, a mercenary who can run 20 feet in one second would have 20 action points (he can move quickly). A mercenary who can only run only 5 feet in one second would have 5 action points (and be pretty darn slow). The more the mercenary can physically do in a set amount of time, the more action points he or she has. So, a faster mercenary can do more.

However . . . certain actions take a set amount of time, no matter how fast the mercenary is. For instance, if a fast merc and a slow merc both pull the trigger of identical guns at the same time, both bullets will fire at the same time and take the same amount of time to head down the barrel. So, the faster mercenary would expend more points to perform the action than the slower mercenary. Just because one mercenary is fast doesn't mean he can make a bullet go down the barrel of a gun faster.

Since their action points are limited, be careful not to run slower mercenaries all over the place. An action that takes 10 points might not be much to a guy who has 20, but it's sure a lot to a merc with 12! There's only so much he or she can do in the space of seconds, and it would be a pity to have a merc bravely run up to an enemy, eagerly draw his gun . . . and then have no time left to shoot. Leave the marathon stealth runs to the fast guys.

If you're still perplexed by the idea of action points, all will be made clear on the next page.

THE RULES OF WAR

The E-Z Guide to Action Points (Explained in Terms Even Kaboom Could Understand)

We're both standing in a gym class. The teacher says, "All right. You've got five seconds. For every jumping jack you do, you get an action point." During the course of that five seconds, you do 30 and I do 6 (hey, I've been sick).

Now, she says, "You've still got that same five seconds. Stand still for one second (i.e. firing a gun... which, I guess, is not all that rare in some gym classes) and do jumping jacks for the other four."

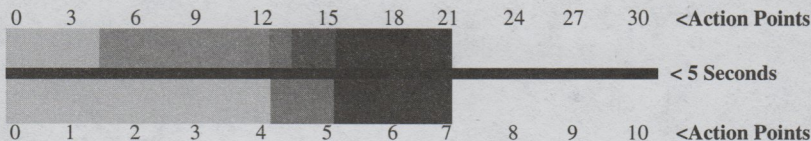
This time, you stood still for a fixed second and did 24 jumping jacks. I stood still for a fixed second and did 5 jumping jacks. That one second only reduced *my* action points by one. It reduced *yours* by 6. If one second is 1/5th of the time we have, then what we COULD do in that time is our action cost.

A Sample Look at Five Seconds.

Each Shaded Number Matches a Part of the Shaded Timeline Below.

1. Each guy takes 2 steps at 2 action points per step. Since the fast guy can move quickly, it doesn't take him as much time to perform the same action.
2. While the slower guy is still walking to his destination, the fast guy moves to a second destination 4 steps away. He reaches his second destination at the same time the slow guy reaches the first.
3. They both draw their guns at a cost of 1 action point. The fast guy whips his gun from his holster, while the slow guy takes more time.
4. The fast guy takes time to aim carefully expending 2 action points.
5. They both fire their guns. The particular model of gun they have takes a full second to fire. Because the speed of a bullet flying down the barrel of a gun has nothing to do with speed of a mercenary, it costs the fast guy a full second (six action points) and the slow guy a full second (two action points).

Fast Guy - 30 Action Points



Slow Guy - 10 Action Points

THE RULES OF WAR

Line of Sight

While exploring a sector, you'll often come across things you hadn't seen before—an ammo clip in the grass, say, or an enemy merc with a shotgun. You see *only* what your mercs see, and each mercenary only sees what's within his **line of sight**. Just as in real life, how much a mercs can see is limited by the terrain. For instance, if all your mercenaries remain on one side of a wall, you'll have no idea what's on the other side and, so, it won't show on your screen.

As objects, or enemies, come into a mercenary's line of sight, they'll appear on screen. When enemies and objects leave a mercenary's line of sight, they will disappear from the screen. They're still there, though, lurking around the next bush or corner.

This limited visibility is often called “the Fog of War”. If you'd prefer to see the enemy at all times, use the OPPONENTS VISIBLE option on the Setup screen.

Listen Up!

Similar “line of sight” rules apply to sounds. The crack of a twig might give away even the most well-hidden ambush, *if* the enemy is close enough to one of your mercs to be heard. Of course, if the enemy is four miles away, your mercs won't hear a thing. Enemies can hear you, too, if they're near enough.

SINGLE PLAYER CAMPAIGN

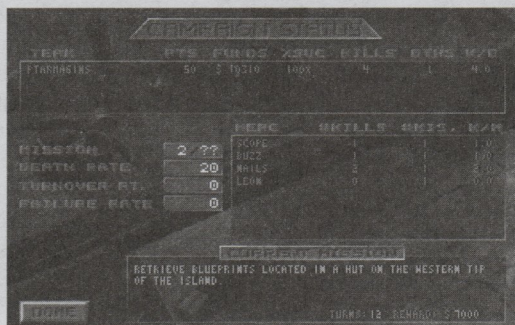
Single
Player
Campaign

Campaign
Status
Screen

Giving
Assignments

To start a single-player campaign, select CAMPAIGN, RANDOM CAMPAIGN, or GENERATE CAMPAIGN from the Single Player Setup screen. A regular campaign is a series of missions linked together in a specific order. A random campaign is a series of missions randomly selected from available scenarios by the computer. A generated campaign is a series of missions where each mission is randomly generated by the computer.

You'll soon find that campaigns require new strategies to win. You must keep your mercenaries and their equipment in fighting shape for the long haul, not just for one short mission. When you receive your mission briefing, the Campaign Status Screen lists all the information important for managing your campaign:



The most important numbers are the failure rate, the percentage of your missions that you've lost, and the death rate, the percentage of your mercs that have been killed in the field. Keep these numbers as low as you can! The campaign status screen also lists your funds, as of the *end of the last mission*.

Changing a mercs' daily assignment lets you keep your team and its equipment in prime condition during a campaign. From the Team Screen, click on the Assignment Button to change a merc's assignment for that mission.



- **ON DUTY** (Full Salary): Off to the field to tear the enemy apart.
- **REST** (Half Salary): Taking a break. Resting heals some wounds, and while natural healing is a slow process, it helps recoup some energy to face another day. It's cheap, too.
- **TRAIN** (3/4 Salary): Grunts may choose to stay at the base camp to hone their marksmanship, medical, mechanical or explosives skills. Mercs training in marksmanship must have a gun in their main hand. They may also opt for a physical workout that might improve their health, dexterity and agility. *Grunts who are already quite good in an area will gain little if anything, while novices may initially improve their skills quite rapidly.* A mercenary's ability and willingness to learn affects the training's outcome.

SINGLE PLAYER CAMPAIGN

- **DOCTOR** (Full Salary): Mercs who are given Doctor duty will administer permanent healing to fellow members who are Patients. Naturally, someone with medical skill is preferred and a medical or first aid kit must be in the doctor's main hand. Additional kits may be required (in any pocket) to use a doctor's healing potential fully. Doctors requiring treatment will tend to themselves first and then divide their attention to all patients equally.
- **PATIENT** (Half Salary): Receiving permanent healing by an assigned doctor. Unlike "Rest," the grunts receive the benefits of rest and doctoring. Should a medically skilled mercenary require healing, select "Doctor"; he will tend to his own wounds first (while doctoring, he makes full salary).
- **REPAIR** (Full Salary): Repairing items that wear out in storm and stress of battle. To repair items, a mechanic must have a tool box in her main hand and the broken item in his or her secondary hand. Other items needing repair may be placed in the merc's pockets; she will fix the items in the pockets in a top-down order.
- **FIRE** (No Salary): Adios, amigo. Be warned: your mercs may not like it!

Doctors and Mechanics

Doctors and mechanics may see the potential effectiveness of the day's healing or repairs on their portrait. You'll see numbers such as 28/32. In this case, the mercenary's best rating is 32 points. Yet because of outside factors, maybe his equipment isn't up to par, he'll only be able to provide 28 points of healing or repair to the patients or objects.

Note: During campaigns, you can access the Campaign Status screen from the Team Screen by clicking STATUS. You may notice that the two screens list different numbers for your funds. That's because the Team Screen lists you funds right this instant, while the Campaign Status screen lists your funds as of the end of the last mission. If you've hired any mercs or purchased any equipment since the end of the last mission, the two numbers won't be the same.

Buying Items

During a campaign, your team will have the opportunity to buy items from Micky O'Brien, a shady arms dealer. Micky will offer you a package deal. If you're lucky, you might get off cheap. Other times, the price may be bid up beyond what the stuff is worth. (In a multiplayer game, you can artificially bid up the price, hoping to stiff one of your competitors. Just make sure you don't submit the winning bid!) Use the arrows to raise or lower your bid, and click the OFFER button. It's all up to Micky whether or not he accepts your deal. If he does, the items will be deposited in your inventory and the money subtracted from your balance. Micky does not offer layaway, he does not accept Visa, Master Card, or American Express, and his return policy is simple: "No."

Where Are My Mercs?

During a mission, the portraits of these mercs who remained back at base will appear with dark grilles over them, along with their current assignment.

Improving Statistics

At the end of a campaign mission, your mercs may improve their skills and statistics. They'll also take this opportunity to demand more money if they've gone up a level, or if they're unhappy with your performance.

MULTIPLAYER MODE

Multiplayer
Mode

The Second
Player CD

Network
Play

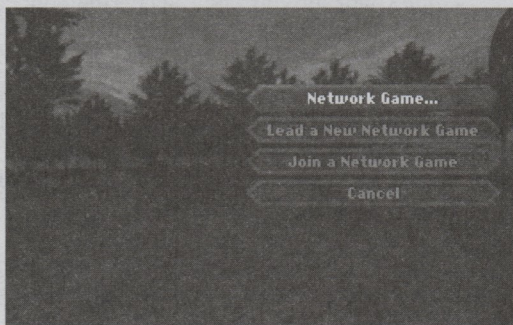
Modem
Play

Now that you've learned how to kill the computer, it's time to kill your friends. Before beginning a multiplayer game, make sure *Deadly Games* is installed on each machine and there is a *Deadly Games* CD in each machine.

Note: Each copy of *Deadly Games* comes with two CDs, a Main CD and a Multiplayer CD. The Multiplayer CD is a special CD just for multiplayer games. Solo play, the scenario editor, and the campaign editor are not available when using the Multiplayer CD.

To start a multiplayer game, select MULTIPLAYER from the Main Menu. *Deadly Games* supports three different types of multiplayer game: two player games via modem, two player games via direct connection, and up to four player games on a network. Choose the type of multiplayer connection you will be using.

To play *Deadly Games* across a network, first determine who your "leader" is going to be. The leader's version of *Deadly Games* will serve as a clearinghouse for others who may then join the a network game. The leader also gets to select the scenario and the game options. (While this might make the "leader" feel impressive, you can always shoot him on the field if he gets too cocky.)



The leader begins play first. From the Network Game menu, he or she selects LEAD A NETWORK GAME. When other players click on JOIN, they may join the game of any listed leader.

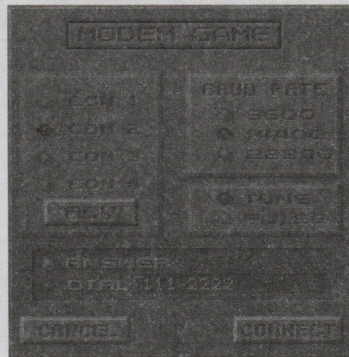
Two players may play *Deadly Games* head to head against one other using Modem Play. Before you begin play, determine who is going to call and who will answer. The person who dials gets to choose the scenario and the game options.

MULTIPLAYER MODE

Modem Setup

After selecting MODEM PLAY, enter the information needed for the connection:

- **COM:** This is the port number through which your modem is connected.
- **ADV:** Lets you custom-set advanced modem features. Consult your modem manual before altering these settings. (The default settings should work for most modems.)
- **Baud:** The communications speed at which the two modems will connect.
- **Tone or Pulse:** Select the dialing type used on your phone.
- **Answer or Dial:** Select ANSWER if you're going to be answering the other player's call. If you select DIAL, enter the phone number of the other player.



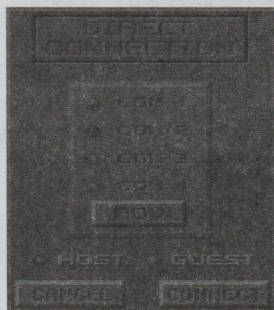
Deadly Games saves your modem information, so once you get it set up properly, you won't need to change these settings again.

When you've entered all the information and are ready to play, click on CONNECT. *Deadly Games* will let you know when the connection has been established.

Direct Connect

For a Direct Connect game, both machines must be connected via a null modem cable. One player is the "Host" and the other is the "Guest". The Host selects the game options and the scenario. (Keep in mind that, contrary to what your grandmother told you, guests may pummel their hosts and make them whine like a puppy.)

Direct Connect Setup



When you begin a direct connect game, *Deadly Games* will ask you for some connection information:

- **COM:** This is the port number through which your null modem cable is connected.
- **ADV:** Lets you custom set your IRQ and port address, if necessary.
- **Host or Guest:** Lets you select whether you will be the Host or the Guest for this game.

Multiplayer Setup

After you have established your multiplayer connection, each player must choose a team name and a team color to identify themselves during play. After the Host player selects his name and color, he is presented with the Multiplayer Setup screen.

MULTIPLAYER MODE

The Multiplayer Setup screen is very similar to the Single Player Setup screen. It allows the Host player to customize the game settings before starting. However, it contains some new options for Multiplayer mode:

- **Select Length:** For Multiplayer Campaigns, you will notice an additional option, Continue Campaign. This allows you to continue a saved campaign from the last saved position. For more information, see the section on Multiplayer Saves.
- **Hirings Public/Private:** When set to Hirings Public, you know immediately which mercs are on assignment. When set to Hirings Private, you must interview a merc first to find out if he's available.
- **Number of AI Enemies:** There is an additional option in Multiplayer mode, None.
- **Turn Time:** When set to Unlimited, each player can take as long as he or she wants to finish a turn. The other settings put a time limit on turns. Choices range from Very Short (for quick action) to Very Long (when you want more time to think).

Once all players have selected a team name and color, and the Host player has selected the options he wishes, the Host player may start the game by clicking on START NEW GAME. Gus will appear and deliver a mission briefing to each player. Depending on the scenario, different players may have different missions. For example, the blue team might be instructed to find some blueprints, the yellow team might be told to destroy a certain bridge, and the green team might be assigned to wipe out the blue team.

Since you're no longer the only boss in town, hiring strategy is very different in multiplayer mode. You may rush off to hire Ivan, only to find out that one of your opponents has already snapped him up. Labor relations just became a whole lot more interesting.

When you try to hire a merc who's already employed, the merc's response depends on the game settings chosen by the Host player. If the game settings are set to Hirings Public, you'll simply see the words ON ASSIGNMENT stamped over the employed merc's face. If the game is set to Hirings Private, however, the employed merc will concoct some feeble excuse to refuse your offer ("Ummm, I have to take my rifle in for its 7,000 round cleaning..."). You'll have to figure out whether the merc won't work for you because she already has a job, or because she just thinks you're a jerk.

Many mercs are smart enough to play the waiting game. Rather than jump at the first offer they get, they'll wait a while and check out all the bids. If a merc is in high demand, she'll ask for a signing bonus from all the players bidding for her. The merc will take the offer from the highest bidder. Remember: mercs accept cash only!

Multi-
player
Mission
Briefing

Multiplayer
Hiring

Bidding
Wars

MULTIPLAYER MODE

Note: While hiring and equipping mercs in multiplayer mode, you may check information on your mission and the other teams in the game. Note, though, that this screen gives you information on other teams *as of just before the current mission was assigned*. The amount listed for their cash doesn't reflect what they're spending on mercs and equipment for the current mission!

Multi- player Missions

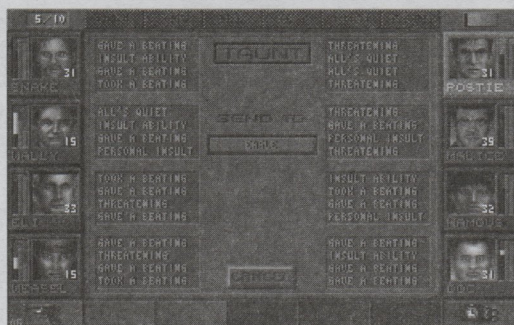
Once the hiring is over and all teams are equipped and ready to go, the mission begins. During the mission, a variety of new multiplayer options are available.

Chat

Click on the CHAT button (or hit "C") to send text messages to other players. Type in your message, then select the team you'd like to send it to.

Taunt

Taunt mode lets your team members express their innermost feelings (mostly hostile) about the other teams. Click on the TAUNT button or hit "T", and you'll see a vast menu of personalized abuse to choose from. Select an insult, then click on the team you'd like to send the taunt to.



Alliances

If you're feeling more friendly than abusive, you may suggest an alliance with another team. Press "A", then select the team you'd like to ally with. *If allied teams have the same mission, only one allied team needs to complete the mission for both teams to win.*

Multi- player Saves

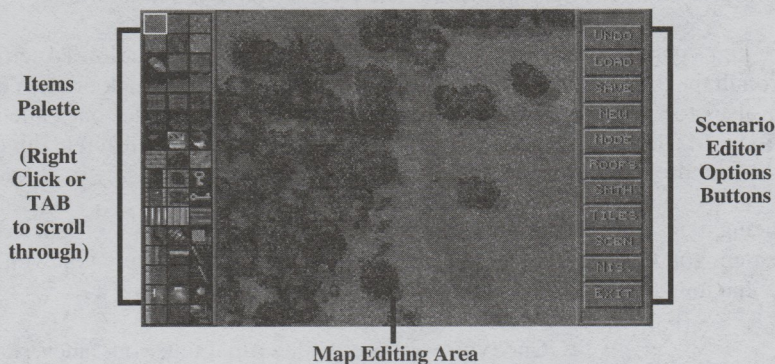
Saving and restoring games is not permitted during missions in multiplayer play. There is, however, a special save and restore function for multiplayer campaigns. Multiplayer campaigns are automatically saved at the *end* of each mission. The game leader may continue a multiplayer campaign from the last saved position by selecting CONTINUE CAMPAIGN from the multiplayer setup screen.

THE SCENARIO EDITOR

You may create your own maps and missions with the *Deadly Games* scenario editor. Creating a scenario has three simple steps:

- First, create the map where the scenario takes place.
- Second, place items and mercenaries on the map.
- Last, add purpose to your creation by assigning missions to each team.

When you enter the scenario editor, you'll see a screen like the one below:



The area to the left is the **items palette**. The items palette contains all the items needed to create the scenario map, from bushes to bullets.

The area on the right side of the screen contains the scenario editor options buttons:

- **UNDO**: After drawing a pond through your skillfully designed building, click Undo to have *Deadly Games* attempt to correct the accidental flood.
- **LOAD**: Loads scenarios so that you may edit them. Click on the scenario you'd like to tinker with, then click on LOAD.
- **SAVE**: Click on SAVE to preserve your creations. Enter a DOS file name of up to eight characters in the space at the top of the screen. Then, click on SAVE. *Deadly Games* will warn you if the scenario you're saving is missing vital ingredients.
- **NEW**: Erases everything and starts with a clean slate.
- **MODE**: To switch from the close-up map view to sector view, click on MODE (or press **F7**).
- **ROOFS**: To look at the inside of a building, click on the ROOFS button on the right side of the screen. When roofs are on, you see the roofs just as you would if you were standing outside the building. When roofs are off, you can see inside of your buildings and place items, furniture, etc. in the interior.
- **TILES**: If the terrain you start with doesn't suit your fancy, click on Tiles to try another of *Deadly Games*' 18 different tile sets. Select the tile set you'd like to use. Note that almost everything on screen changes when you

In the
Beginning

Options
Buttons

THE SCENARIO EDITOR

change the tile set, from the way the ground looks to the type of furniture available. To navigate through tile sets quickly, hit **F9** for the next tile set, or **F8** for the previous one. If you forget which tile set you're using, hit **Alt-T** and *Deadly Games* will remind you.

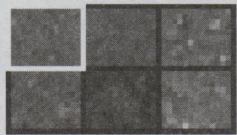
- **SCEN:** Lets you specify missions for each team. See the section on Creating Missions for more information.
- **Mis:** Toggles which team's mission, A, B, C, or D, is the active one. See the section on Creating Missions for more information.
- **EXIT:** Exits the Scenario Editor and returns you to the Main Menu.

Items Palette

The items palette is the place to start when creating a new scenario. To scroll through the different sets of items in the items palette, **right click** on it. You can also press **TAB** to bring up the next items palette. (To go back one palette, **shift right click** on it, or press **SHIFT TAB**.) Each palette has different things on it—landscaping, furniture, weapons, people and so on.

Placing items from the items palette onto the main map is easy. **Left click** on the item you wish to place, then **left click** on the main map where you would like the item to be.

Terrain



Once you've chosen a tile set that suits your fancy, start designing your landscape. The first six items in the items palette are the different types of ground you may use in your masterpiece. These terrain types range from nice smooth gravel paths to dense weeds, and the movement costs for each type of terrain will vary correspondingly from two to four action points.

To place some terrain, **left click** on the terrain in the items palette to select it, then left click on the main map to place the terrain. Create some trails and weed patches to get the hang of it.

Water



Some nice, cool water would liven up your map. There are two types of water available, water with plain shores (for ponds and streams) or water with lapping waves (for oceans).

Fill

You can use the Fill feature to create large areas of terrain quickly. For example, suppose you wanted to create a huge lake in the middle of the map. Use the water tool to create the outline of the lake. Then, with water selected on the items palette, **right click** inside where you would like the lake to be. The program will ask if you would like to fill. Click on OK, and the entire interior of the lake will be filled with water.

Water Depth



Once you have placed your water, you may adjust its depth with the water depth tools. Shallow water is easy to wade through, while medium is more difficult. Deep water may be crossed only by swimming.

THE SCENARIO EDITOR



To provide some shade for your mercs, **left click** on the tree tool, then **left click** on the main map to place a tree. To place a large group of trees, select the tree tool, press the **ALT** key, and then **left click** and hold on the main map. You may now create a rectangle by dragging the mouse. Release the left mouse button to fill the rectangle with trees. The scenario editor will ask you for a number from 0 to 9. Enter 1 if you only want a few trees, or a higher number for a denser thicket. If you enter 0, you'll get a solid block of trees.



If your hand slipped and you placed some trees smack in the middle of your gravel path, you can just erase them. Click on the eraser tool, then on the item or items you would like to disappear. You can also erase most items by **right clicking** on them.

To erase large areas of trees, buildings, or other structures, select the eraser, press the **ALT** key, and then **left click** and drag to create a rectangle. Release the mouse to erase the structures. *Deadly Games* will double-check to make sure you really want to vaporize the area.



If a quiet countryside isn't your style, urbanize your scenario with a few buildings. To add a building, select the building tool by **left clicking** on it. Next, pick the spot on the main map where you would like to place your mansion. **Left click**, hold the mouse button down, and drag to create a rectangular building of whatever dimensions you like. Release the left mouse button, and the building will appear.



A basic building needs a lot of interior work. Some doors and windows, for example, would really spruce the place up. Windows come in two varieties: open and barred. Open windows can be looked through (and, more importantly, fired through). Barred windows are permanently shut.



Doors also come in open and shut varieties. Unlike barred windows, shut doors may be opened during play. Shut doors may also be locked. To lock a shut door, select one of the key icons under the door icon. Click on a shut door to lock it. A dialog box will appear, asking you for the lock strength. Of course, the different locks need different keys to open them—a padlock requires a padlock key, and so on.

Note: Doors and windows may only be placed on wall tiles.



If you'd like to change how the roof of your building looks, just click on the roof texture you'd like in the items palette, then click on the roof you'd like to change.

Trees

You Have
Been
Erased

Buildings

Windows

Doors
and
Locks

Roofs

THE SCENARIO EDITOR

Walls



To place interior walls and make rooms within your structure, use the wall tool. To erase a wall segment, **right click** on it with the wall tool selected. You can also use the wall tool to place outside walls and other (unroofed) enclosures.

Placing Items

The scenario editor lets you add all sorts of other items to your mission, from comfy couches to locked boxes to deadly weapons. To place an item, **left click** on the item in the items palette to select it, then **left click** on the main map to place it.

A dialog box will appear when you place certain items such as weapons and ammo. You may customize the following item characteristics using this box:

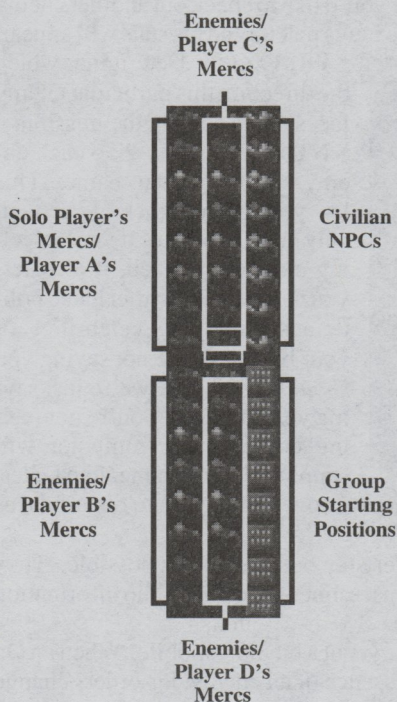
- **Hidden/Visible:** When this is set to Visible, a merc will be able to see the item as soon as it comes into his field of view. When set to Hidden, the merc will have to search the square where the item is placed before he finds it. You may hide items on the ground, or in more creative places. For example, to hide a gun under a couch, place the item on the couch, but set it to Hidden. Now a merc will have to search the couch before he finds the gun. You may also bury land mines by setting them to Hidden.
- **Trap level:** An item with a trap level of 1 or greater may explode if a merc tries to pick it up. The trap level determines how easy it is for a merc to detect the trap. Level 1 traps are easily spotted, but only the most experienced mercs will detect a level 9 trap.
- **Quantity:** Certain items, such as ammunition, let you specify how many units of the item are lying there.
- **Quality:** This option lets you set the condition of an item. An item with a quality of 1 is useless trash, while an item with a quality of 100 is in mint condition.
- **Ammo:** For weapons, this box lets you set how many rounds are in the weapon at the start of the mission.

Certain items have special characteristics when placed:

Special Items

- **Crates:** To seal a closed crate up tight, use one of the lock tools to “lock” it as you would a door. A locked crate, however, must be opened with musclepower, not a key. You’ll need a strong merc, or a merc with a crowbar, to open it. When you lock the crate, you may set its difficulty.
- **Enemy trigger:** If one of your mercs steps on an enemy trigger, all enemies in the area are instantly alerted to your presence.
- **Triggers and bombs:** If a Trigger 1 is activated by a merc, all Bomb 1s explode after the delay set with Trigger 1. With Trigger 2s and Bomb 2s, the first explosion is immediate, and a maximum of three bombs can explode per turn.
- **Panic trigger and panic bombs:** If a panic trigger has been placed and the enemy has detected your presence, the enemy will make a dash towards the panic trigger. If the enemy makes it to the trigger and activates it, all panic bombs on the map will explode.

THE SCENARIO EDITOR



Placing Mercs and Enemies

Naturally, you'll want your own mercs to be part of your mission. To place your mercs, **right click** on the items palette until you come across the palette with all the people on it. This is the palette you use to place mercenaries, enemies, and civilians.

The player's mercs are the first eight green-shirted mercs in the left hand column. In a single-player mission, all the other red-shirted people in the items palette are computer-controlled enemies. To place a merc on the map, select a green-shirted merc in the items palette and then left click where you'd like the merc to be. A dialog box will appear, which lets you set the direction the merc faces when the mission begins.

Placing mercs is a bit different for multiplayer scenarios. When the maximum number of players on the Scenario screen is set at two, you'll see *both* green-shirted *and* blue-shirted mercs in the left hand column. The green-shirted mercs are for player A, while the blue-shirted mercs are player B's. In three-player scenarios, you'll see yellow-shirted mercs. These are for player C. And, in four player scenarios, the red-shirted mercs belong to player D.

Placing
Mercs:
Single
Player

Placing
Mercs:
Multi-
player

Placing
Enemies

Note: In four-player scenarios, the red-shirted mercs are player D's mercs, *not* computer controlled enemies. Computer controlled enemies are not available in four-player scenarios. (Civilians are always available.)

You place computer-controlled enemies just as you place mercs. When you place your first enemy, a dialog box will appear, asking you what you would like the default difficulty of the computer-controlled enemies to be. Select an enemy level anywhere from "Wimps" (weak and puny) to "Mikes R Us" (incredibly powerful). If you want a mixture of Wimps and Mikes, don't worry. You can edit each enemy by hand later on.

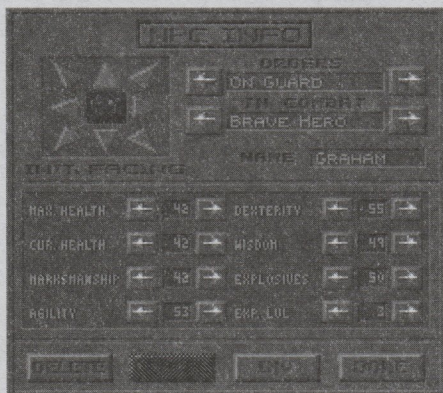
THE SCENARIO EDITOR

Make an Enemy

Facing

Name

After you set the default enemy level, you'll be presented with an enemy information screen like the one below. If you'd like to check out another enemy you've placed, click on that enemy on the items palette and his stats will appear.



Enemy Orders

- **INIT FACING:** Determines which the direction this particular enemy faces at the start of the mission.
- **NAME:** You may give each enemy their very own name. This lets you to keep track of each enemy during combat. If you're feeling sick and twisted, it also lets you name enemies after hated politicians, annoying celebrities or your boss. (We're not saying you *should*, mind you, we're just saying you *could*.) If you're not feeling creative, the computer will supply a default name, like Gates.
- **ORDERS:** Orders affect how this enemy moves and reacts to disturbances and messages from his teammates.

Stationary. Stationary enemies stay put as much as possible. They never investigate suspicious noises, but will readily radio information to their comrades.

On Guard. Similar to Stationary, but a bit more mobile. When an On Guard merc is alerted to the presence of an enemy, his orders change to Close Patrol.

Close Patrol. Enemies on Close Patrol wander around a bit, but stay in the general vicinity of their starting position. When an enemy on Close Patrol is alerted, his orders change to Far Patrol.

Far Patrol. Enemies on Far Patrol will wander long distances away from their starting positions.

Point Patrol. Enemies on Point Patrol move along a route determined by from 1 to 9 patrol points. To place patrol points, first place the merc with Point Patrol orders. Next, select that merc by **left clicking** on him *with enemies showing in the items palette*. Then, click on the space where you would like the first patrol point to be and hit the "1" key. Place the other patrol points by pressing the "2" key, then the "3" key, and so on. Enemies with Point Patrol orders will attempt to stick to their patrol routes. They will not investigate disturbances, but will radio them on to their allies.

On Call. These enemies have no restrictions on their movement. Once alerted by a teammate, they will seek out other teammates and join up with them.

Seek Enemy. Once alerted, enemies with Seek Enemy will ruthlessly seek out their opponents. They are so eager to get to the action that they seldom bother to radio their teammates.

THE SCENARIO EDITOR

In Combat

Enemy Statistics

Enemy Inventory

Protection Level

Placing Civilians

- **IN COMBAT:** An enemy's In Combat attitude affects how he behaves while he's face-to-face with the enemy (namely, you).

Defensive. These enemies are fretful and fearful. They have low morale, and are more likely to cower behind a tree than to investigate trouble actively. They are, however, quite happy to radio their fears to their teammates.

Brave. Brave enemies laugh in the face of danger. They have high morale, and seldom seek cover or hide.

Cunning. Cunning enemies prefer to sneak up on you, making the most of the natural cover.

Loner. These opponents prefer to go solo. They seldom radio for help, or rush to help their teammates.

Buddy. These enemies love to hang out with their pals as much as possible, and give them maximum help in combat.

Aggressive. These gung-ho opponents live (and die) for battle. With determination bordering on the suicidal, they rarely take cover or radio for help, preferring to fight above all else.

- **STATISTICS:** Each enemy has his own statistics, just as your mercs do. The default values for these stats are set by the default enemy level, but you may change them to suit your own tastes. For example, you may create an enemy with a fabulous explosives skill, but very little wisdom. Can you say "Kaboom?"
- **Inv.:** Use the inventory button to give items to the enemy. Each enemy has four inventory slots: a main hand, a secondary hand, and two drop item slots. The enemy will use the item in his main hand as his primary weapon and the item in his secondary hand as a backup weapon. The enemy will not use the items in his drop item slots, but those items will appear on his body when he dies. To place an item in a slot, click on Select, then select the item from the items palette. Note that there two pages of weapons to choose from: **right click** on the items palette to see the next page.
- **PROTECTION LEVEL:** Lets you set how much protection from damage this enemy possesses. Protection level 0 is buck naked. Protection level 4 is a treated Spectra shield with a treated Kevlar helmet (and maybe some chain mail thrown in for good measure).

Q: How do I equip an enemy with a mortar or a grenade launcher?

A: These two weapons are equipped in a special way. Place a gun or knife in one hand and the mortar or grenade launcher in the other. Then place mortar shells or grenades in the drop item slots; the enemy will use these to reload the weapon. (This way, the enemy can protect himself with the gun while lugging around the heavy mortar. The enemy will only drop the item in the second drop slot when he dies.)

You can also place white-shirted civilians. Like Switzerland, civilians believe in armed neutrality. They won't attack either human-controlled or computer-controlled mercs—but if you attack them, they'll fight back (if they have weapons). You may change civilians' facing, stats, and inventory, just as with enemies.

THE SCENARIO EDITOR

Group Starting Locations



The last eight boxes on the person placement palette contain **group starting positions**. Group starting positions are used only in computer generated missions. (To create a computer generated scenario, select "No Mission" as the mission goal: see below.) The computer will randomly select one of these group starting positions at the beginning of the mission and place the player's mercs there. You must place at least as many group starting positions as there are players for the scenario to be valid.

Now that you've created a landscape and placed people on it, it's time to add purpose to your creation. The SCENARIO and Mission filter are used to include missions with your maps.

When you click on the SCENARIO button, you'll see a screen like the one below: Here you can set some basic characteristics of your scenario:

Setting the SCENARIO

FILE DESCRIPTION: Enter a short text description. This will appear on the Load Scenario screen, along with the DOS file name.

GROUP STARTING POSITIONS: This will read "Yes" if you have placed all eight group starting positions in the scenario.

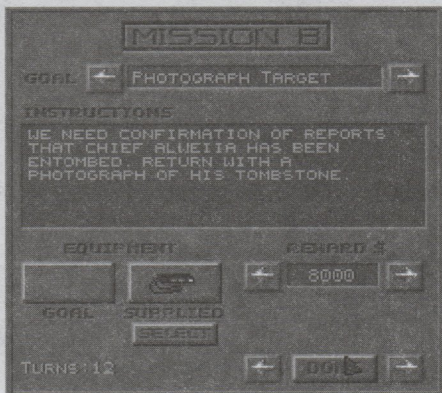
MISSION INFO COMPLETE: This handy warning tells you if you've done everything you need to on this screen. If this reads "No," then you probably have to fill in more information using the mission buttons (see below).

TURN LIMIT: Lets you set the maximum number of turns for this scenario.

NUMBER OF PLAYERS: You may set both the minimum and maximum number of players allowed in the scenario. For a solo scenario, set both the minimum and maximum to "1."

Mission Buttons: These four buttons (A, B, C, and D) let you specify mission goals for different players. If you're allowing fewer than four players in this scenario, some of the mission buttons will be grayed out. Clicking on a mission button takes you to the Mission Screen for that player.

THE SCENARIO EDITOR



Mission Screen

The Mission Screens let you set mission information for each player in your scenario.

GOAL: Use the arrow buttons to select from one of twenty-three mission goals. You will also need to place a mission target. For more information, see "Creating a Mission" below.

INSTRUCTIONS: Enter a short description of this player's mission. This is what the player will see during the Mission Briefing, so be sure to explain things clearly!

EQUIPMENT: GOAL: Certain mission types require an item as a goal. If the mission item has been placed, it will be shown here. **Note:** only certain items can be used as mission items

EQUIPMENT: SUPPLIED: You can give a player an item at the start of the mission to help in their quest. For example, if the mission is to photograph something, you should give that player a camera. Click on **SELECT**, then on the camera in the items palette, and the player will receive a camera after the mission briefing.

REWARD: Lets you set the monetary reward this player receives if she completes the mission successfully.

DONE: Click on **DONE** to return to the Scenario Screen.

Arrow Buttons: Clicking on the right arrow button takes you to the next player's Mission Screen, while the left arrow button takes you to the previous player's screen.

Once you've filled out the mission information for all the teams in you scenario, click on **DONE**. You've completed the first part of creating a mission, but there are still a couple steps left to do.

Creating a mission has up to three steps:

- First, select a **mission goal** for that player on the Mission Screen.
- Second, select the correct mission filter using the **Mission** button.
- Third, sometimes you must place a **mission target** on the main map.

Creating a Mission

THE SCENARIO EDITOR

Mission Markers

The **mission markers** are used to indicate mission targets. Mission markers are placed using the items palette. There are four different types of mission marker:

- **Yellow Mission Star:** Marks an *area* as special. Click on the star to select it, and then click it on all the squares on the map you'd like to mark.
- **Orange Mission X:** Marks a *structure*—a piece of furniture, a wall—as special.
- **Blue Mission Halo:** Marks a *NPC* as special.
- **Red Mission Circle:** Marks an *item* as the mission goal.

Mission Items

The following items may be used as mission goals:

Microfilm	Flask	Counterfeit Cash
Video Cassette	Blueprints	Photograph
Audio Cassette	Briefcase	Compact Disc
Strongbox	Diskette	Satellite Dish
Tactical Map	Strategic Plans	Painting
Mortar		

Mission Filter

The **Mission filter** button lets you place different mission markers for different players. For example, suppose you want player C's mission be to blow up a bridge. Click on Mis until you get the message, "Mission Filter C." Then, place a yellow mission star on the bridge you want player C to blow up.

After placing mission markers, check that player's Mission screen to see if the player's mission goal is set correctly.

Mission Goals

There are 23 different mission goals that may be set on the Mission screen:

- **No MISSION.** If the goal is left as No Mission, then *Deadly Games* will create a random mission for the team at the beginning of the scenario. This option is perfect for adding an element of surprise to your creations.
- **EXTERMINATE ALL.** Just what it says. This team's goal is to kill all opposing mercenaries, whether computer-controlled or human-controlled.
- **EXTERMINATE TEAM.** (Multiplayer only.) The team's goal is to finish off another team. The computer will select a team for you to annihilate when the mission starts.
- **KILL SPECIFIC MERC.** (Multiplayer only.) The computer will randomly select an enemy mercenary for this team to grease at the beginning of the mission.
- **KILL NPC.** The team must kill a particular enemy or civilian NPC. To designate the target NPC, click on the blue halo from the items palette and place it on the doomed person. **Note:** the target must be a civilian in multiplayer scenarios.
- **LOCATE ITEM.** All the team has to do is find the designated object—one glance is enough. To specify the item the team must find, first use the Mis button to select the correct mission filter. Then, click on the red mission circle from the items palette. Next, click on the mission item. **Note:** only

THE SCENARIO EDITOR

certain items may be used as mission items.

- **BRING BACK ITEM.** The team must have the specified item in its possession at the end of the scenario. To specify the item, first use the Mis button to select the right mission filter. Next, click on the red mission circle from the items palette, and click on the mission item on the map. The mission item may also be placed on a NPC. **Note:** only certain items may be used as mission items.
- **TOUCH TARGET.** The team must touch the target structure. Use the orange mission X to indicate which structure is the target.
- **PHOTOGRAPH AREA.** This could be a mission to photograph a military installation, or just an especially dangerous assignment from *Architectural Digest*. To designate the area to be photographed, place an orange X from the items palette on the target square. A merc must be within 10 paces to take a picture. Don't forget to provide the team with a camera!
- **PHOTOGRAPH TARGET.** The item to be photographed here must be a structure, designated by an orange mission X. You must be closer to the target when you snap the photo than with Photograph Area.
- **PHOTOGRAPH NPC.** To indicate the enemy or civilian NPC to be shot—um, photographed—place a blue mission halo on the NPC. **Note:** the target must be a civilian in multiplayer scenarios.
- **PLANT MINE.** To succeed, the team must plant a mine and get a member of an opposing team to walk over it. Be sure to give the team at least one mine!
- **LOCATE NPC.** The team must find the specified enemy or civilian NPC. Once a member of the team has seen the NPC, the team has satisfied the mission requirement. Place the blue halo on the NPC to be located. **Note:** in multiplayer scenarios, the target must be a civilian.
- **ESCORT CIVILIAN.** The team must first find the civilian, then guide the him to a target destination marked with a mission star(s). The civilian must be in the target area at the mission's end for the team to win. (If the mission is Escort Civilian, but no destination is specified, then that team's mission is simply to keep the civilian alive.) In the scenario editor, place a blue halo on the civilian to be escorted, and a yellow star(s) on the area the civilian must reach. During game play, you can control the civilian once you have found him. Once a member of your team sights the civilian, **left click** on him. Then, specify the destination you want the civilian to walk to. The civilian will move towards the destination when it is his turn.
- **DESTROY ANY BRIDGE.** This team must blow a hole in at least one bridge marked with a star to succeed. Explosives must be used on the bridge—grenades don't do enough damage. Don't forget to provide the team with some explosives!
- **DESTROY ALL BRIDGES.** The team must blow a hole in *all* bridges marked with stars.
- **DESTROY ANY TARGET.** The team must destroy at least one target with explosive. The target is designated by a yellow mission star. Be sure to provide the team with explosives.

THE SCENARIO EDITOR

- **DESTROY ALL TARGETS.** The team must destroy every target designated by a yellow mission star. Make sure you provide enough explosives to destroy all the targets.
- **PRESERVE AREA.** Or, “don’t tread on me!” This team must prevent its opponents from stepping on any square marked with a yellow star at any point in the mission.
- **OCCUPY AREA.** To win, members of this team must occupy at least one of the designated squares at the end of the mission, and there must be no opponents occupying any of the designated squares. To specify the square(s) that must be occupied, use the yellow mission star.
- **REACH AREA.** A member of this team must step on one of the designated squares for the mission to succeed. Use the yellow mission star to mark the square(s) that must be reached.
- **DELIVER ITEM.** The team must take the mission item (designated by a red circle) and bring it to the specified area (indicated by a yellow star) by the end of the mission in order to win.
- **STOP OPPONENT.** (Two player games only.) To win, this team must prevent the opposing team from finishing their assigned mission.

Q: I want to make the mission goal “Bring Back Item,” but I want the mission item to be held by an NPC. How do I do that?

A: First, select the correct mission filter with the MIS button. Now, place the NPC that you want to hold the mission item. Place the mission item in the NPC’s inventory, and then click on “Select” under the mission item on the NPC’s inventory screen. **Right click** on the items palette until you see the red mission circle. Then, click on the red circle. The word “Mission” will now appear over the mission item in the NPC’s inventory.

Q: I want to make the mission goal “Deliver Item.” How do I have the mission item supplied at the beginning of the mission?

A: Click on the SCEN button to bring up the Mission Screen. Select “Deliver Item” as the mission goal. Under “Supplied” click on “Select,” then choose the item you want delivered. Now, **right click** on the items palette until you see the red mission circle. Click on the circle, then on the mission item displayed over “Supplied.” The word “Mission” will now appear over the mission item on the Mission Screen.

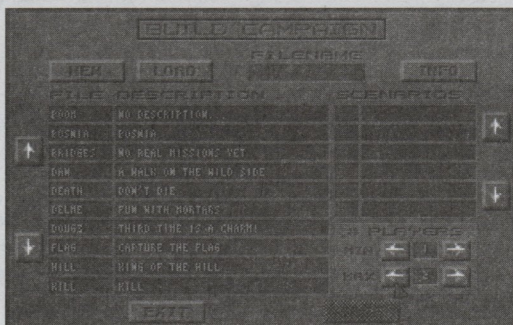
Fine-Tuning

When you’re done with your scenario, play it through a couple of times. After you play, ask yourself a few questions. Were the enemies too tough, or too wimpy? Were there enough turns in the mission to complete the goal? Did you provide enough ammunition and other goodies? Was the reward big enough. And, most importantly, was the scenario fun? You can use the scenario editor to iron out any remaining bugs. When you’re happy with the results, share your scenario with the rest of the world!

THE CAMPAIGN EDITOR

The campaign editor gives you an easy way to create your own campaign. A campaign is a series of scenarios linked together into one grand epic.

When you fire up the campaign editor, you'll see a screen like the one below:



First, decide how many players will be able to play your campaign. As you adjust the number of players using the Min Players and Max Players buttons, all available scenarios for that specific number of players will appear in the File column on screen.

To add a scenario to your campaign, click on it and drag it to the Scenario column on the right side of the screen. You may also change the order of the scenarios in your campaign by dragging scenarios into the order you'd like.

From this screen, you also have access to the following options:

- **NEW:** Scraps the current campaign and lets you start over.
- **LOAD:** Loads a campaign so that you may edit it.
- **FILENAME:** Enter a name for your creation of up to eight characters.
- **SAVE:** Saves your campaign. You must specify a file name before you save.
- **INFO:** The INFO button lets you fine-tune the details of your campaign:
 - AUTHOR:** Enter your name, so that the world will know who created this masterpiece.
 - DESCRIPTION:** Enter a short, useful description of your campaign that gives players an idea of what it's about.
 - STARTING FUNDS:** You must specify the amount of money available to players at the start of the campaign. (The player may alter the amount during game setup.)
 - FOG OF WAR:** If set to User Defined, the player gets to choose whether enemies are always visible. Use Always On to force the player to use the fog of war.
 - STARTING EQUIPMENT:** You can specify the type of equipment the player starts with. If you use No Restrictions, the player is able to choose equipment quality during setup.

The Campaign Editor

Creating a Campaign

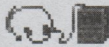
Adding Scenarios

Campaign Info

EXTRA: WAR TOYS

There are dozens of different gadgets and weapons in *Deadly Games*. A few of the more common ones are described below.

Radio



A UHF, 8-channel, 10-watt communication system with transmission scrambler and squelch control. The adjustable headset brings a whisper in clearly without distracting attention from surrounding noise. A radio allows you to communicate with mercs on your team.

Extended Ear



Hear the enemy long before it hears you. A listening device with a hyper-sensitive microphone, the Extended Ear is capable of picking up a soft whisper at a distance of sixty yards. The extended ear, of course, improves your hearing, and also functions as a radio.

Canteen



Constructed of odor-free polyethylene, this one-quart capacity, water-filled canteen is a must for day-long excursions, especially in hot climate situations, to ward off fatigue and heat stroke. When a merc is low on breath and energy, sometimes a drink may help. To use a canteen, pick it up in the inventory screen and click over the face portion of the merc's silhouette.

Camo-U-Flage Kit



A full palette of long-lasting, non-running, non-cracking, facial paint and applicators. Set includes: woodland, jungle and grassland motifs along with appropriate decal accessories and cold cream. Camo-U-Flage, as might be expected, makes a merc less visible. To use it, pick it up in the inventory screen and click over the chest area of the merc's silhouette.

First Aid Kit



A canvas kit containing limited supplies for the field treatment of casualties. Set includes: suture utensils, gauze, wound dressings, tweezers, Novocain, antiseptics, pain medication and a field guide to administering aid. Use by placing in merc's main hand. See Using Items.

Medical Kit



A full complement of limited, sterilized, medical supplies for mobile surgery and the post-operative treatment of battle casualties. Set includes: scalpels, retractors, clamps, anesthetic, morphine, antibiotics, etc. Given the more complete supplies on hand, you can generally work a lot more effectively with a medical kit. Use by placing in merc's main hand. See Using Items.

Tool Kit



A complete set of tools for repairing most combat items. The kit contains a wide range of screwdrivers, ratchets, pliers, clamps and clasps and numerous other items, including a hammer and sewing kit. Use by placing in a merc's main hand. Mechanics rely on their tool kits to repair battle worn items, and may only do so by staying behind for a day.

Locksmith's Kit



A complete set of tools for picking locks and bypassing tumblers on safes. The kit contains such diverse items as picks, shims, a stethoscope and palm-key press. Use by placing in a merc's main hand. See Using Items.

Boobytrap Kit



From trip wire to batteries, this terrorist tool kit contains all the essentials of a well-timed explosion. Just merge with an item, and place the trapped item on the ground. If someone tries to pick it up, run for cover!

EXTRA: WAR TOYS

A compact, Smith & Wesson Special Bodyguard .38 revolver with a six-cartridge chamber, a pressure-eased trigger and a hard, chrome finish. With only average performance, it remains suitable for short range combat.

This special forces issue, semi-automatic pistol with a six bullet clip is recoil operated, air cooled, and has a corrosion-resistant Metalife finish. Slightly longer range & faster operation make it preferred over the .38 revolver.

This locked-breeched, double-action, semi-automatic pistol has a capacity of fifteen rounds of 9mm ammo. Its better than average range, and fast operation make it a favorite weapon of tactical mission troops.

This Smith & Wesson Model 13 has a three-inch barrel and a six-bullet chamber that takes both .357 ammo and .38 ammo. Customized as a combat revolver with refined double-action tuning and a recontoured trigger, it is the most powerful standard issue handgun available.

The ultimate handgun as far as damage-dealing capability is concerned. The .44 Ruger Redhawk Revolver fires high-impact .44 magnum cartridges from a 6-shot cylinder. Huge and heavy, but very, very handy!

A Winchester, Model 1300, Stainless Marine Defender, pump-action shotgun with metal-bead front sight, traditional-ribbed forearm, and six .12 gauge shell capacity. Though not fast, its range and damage potential exceeds that of any available handgun.

A modified version of their stock .12 gauge, this gas-operated, semi-automatic, double-barreled combat shotgun with a six shell capacity offers fast, long range operation, and has made the standard .12 gauge virtually obsolete.

Light, practical, and easy to use, this famous Israeli machine gun fires 9mm ammo and is magazine loaded. Though not known for great accuracy and penetration, it more than makes up the difference with quantity.

A Chinese version of the G.I. issue M14 manufactured by Norinco. This gas-operated, 7.62mm, 20-cartridge capacity, clip-loaded rifle is more powerful than a .12g, and has a range second only to the favored M16 rifle.

This converted Colt AR-15 is a .223-caliber, gas-operated and air-cooled, single-option, semi-automatic with a twenty-cartridge, removable-magazine capacity. Its superb range and speed of operation make it a favorite.

This commando mortar, manufactured in Chile, fires single shot 60mm shells. Weighing precisely 7 kilograms, it is ground launched, and considered to be an excellent short range mortar. It comes with a big bang guarantee.



S & W .38



Colt .45



Beretta
9mm



.357
Magnum



.44
Redhawk



.12g Pump
Shotgun



.12g Rifle



Uzi
Submachine
Gun



M14 Rifle



M16 Rifle



Mortar

EXTRA: MERCENARY PROFILES

**Dr. Mark
"Needle"
Kranhium**



Doctor Mark Kranhium has tended to the wounded on numerous assignments. His sound knowledge of medicine is believed to be responsible for bringing back two members from the dead. However, a wandering right eye has hindered any improvement to his shooting ability.

**Gary
Roachburn**



A new member of A.I.M., Gary is another Roachburn from a long family line of mercenaries to join A.I.M. Like his father, Col. Leon Roachburn, a loose-lipped legend, Gary can be trusted to keep you informed of all your team members' thoughts and intentions.

**Samuel
Garver**



A member in good standing, Samuel Garver rose from the hardships of the deep South to gain a renown and illustrious reputation as one of the most sought after and experienced soldiers for hire. For a man of his years, his health remains remarkable.

**Glen
"Boss"
Hatchet**



A member in good standing, Boss Hatchet has traveled the globe in quest of a regular paycheck. Considered to be one of our more demanding members, he has more than satisfied our clients with his obvious talents and his ability to fix the unfixable.

**Lesley
"Smoke"
Peterson**



On probationary standing, Smoke Peterson has recently been cited by another member, once again, for short-fusing explosives. Though A.I.M. has done all it can to weed out these types of pranksters, we concede that smart explosives experts are a rare commodity.

**Jimmy
Upton**



A recent addition, Jimmy Upton arrives upon the mercenary scene courtesy of the Ohio state penal system. A locksmith by trade, he can get into or out of anything. Upton is unavailable for duty in any country holding an extradition treaty with the U.S.

**Dr. Ahmad
"Doc"
Koolhan**



Doc Koolhan has extensive battle casualty experience with the Red Crescent, Red Cross and as a medical member of A.I.M. His marksmanship, although still relatively weak, has improved considerably over the past couple of assignments.

**Wink E.
Dickerson**



As a part-time member of A.I.M., Wink Dickerson, a former major league pitcher, has used his natural talents to our clients' advantage for years. Though still plagued by poor target sense, he is by all accounts a gamer waiting for the right opportunity.

**Mary Beth
Wilkins**



As a relatively new recruit, Mary Beth Wilkins desperately wants the chance to prove herself. While her stats may appear weak, Wilkins is a quick learner with some medical experience and a gung ho attitude. She also has no qualms about ratting on fellow team members.

EXTRA: MERCENARY PROFILES

A member in excellent standing, Rudy Roberts has proven himself during many missions to be capable of shooting for distance no matter how small the target. His favorite pastime, as he gleefully explains, is to track down endangered species and finish them off!



**Rudy
"Lynx-Eyed"
Roberts**

A member in good standing, Bud Hellar craves the affection of management and is a bootlicker from way back. If you want to know what your team thinks of you, Bud's your man. As a loyal defender of the "big guy," he has spent years fighting for the freedom of corporate logos.



**Bud
Hellar**

Victoria Waters is without a doubt A.I.M.'s finest female mercenary. Possessing deadly aim, determination and an experience class any mercenary would be proud of, Victoria works best with her hands and is currently restoring her dad's '64 Chevy.



**Victoria
Waters**

On probationary standing, Larry Roachburn, a somewhat respected explosives expert, was a young survivor of the C.I.A./L.S.D. years. When not on assignment, he continues to subject his body to the whims of pharmaceutical researchers around the world.



**Larry
Roachburn**

A long-time member, Ed Stockwell's loyalties have always been strongly influenced by the signature on his paycheck. A jack-of-all-trades and master of none, Ears Stockwell offers versatility at an affordable price and a commitment to tell you all he hears.



**Edward
"Ears"
Stockwell**

Murray Ebstein has been with A.I.M. for a great number of years. Until recently, his status within the organization was graded as high as excellent, but failing health and a faulty memory have forced a downgrade in his standing to a respectable "good."



**Murray
"Moses"
Ebstein**

A man of uncommon attitude, Patrick Phillips was recruited by the organization primarily for his reputation as a repairer of revolvers and rifles. Though patience is not his strong point, he was recently awarded the "Stalker's Cross" for relentless persistence.



**Patrick
"Screw"
Phillips**

Helmut Grunther is a young up-and-comer to the mercenary market. Comfortable with taking the point position, he expects to make his mark in this merciless milieu in the near future. Of course, that's if it doesn't make its mark in him!



**Helmut
Grunther**

From igniting fireworks at theme parks in Orlando to detonating dynamite in Southeast Asia, Russell Hunter has explored the world of explosives. As one of our more stable explosives experts, he is very much in demand, and in turn, very much demanding.



**Russell
Hunter**

EXTRA: MERCENARY PROFILES

Ivan
Dolvich



A new member and a onetime decorated Major in the Red Army, Ivan Dolvich has, like his country, switched from killing for Lenin to dying for Lincolns. However, unlike his homeland, Ivan actually appears to be good at it!

Dr. Bernie
Gloveless



A member in excellent standing, Doctor Bernie Gloveless has been responsible for treating the wounded and administering the annual physical of A.I.M. members for more than five years. Both his operating and examining techniques have become, well, timeless!

"Unusually
Ruthless"
Reuban



On infinite probation, "Unusually Ruthless" Reuban is best described by his nickname. He's called "Ruthless", because he wiped out his entire family with a cordless hedge trimmer, and "Unusually Ruthless", because he recharged the appliance twice before he was finished!

Murray
"Pop's"
McGillicutty



A member in good standing, Murray McGillicutty has been with A.I.M. since it was founded. As one of the oldest fighting men alive, his cock-and-bull stories about prehistoric warfare and his ability to cheat death are mythical amongst the younger members.

Col.
Leo Kelly



A member in excellent standing, Col. Leo Kelly is a veteran of Northern European conflict. Regarded as a mercenary's mercenary, he served as Michael Jackson's bodyguard for two years and as a technical consultant on three Chuck Norris films.

Tex R.
Colburn



A new member, Tex R. Colburn joins A.I.M. from the wide open ranges of Tokyo, Japan. This Asian cowboy-wannabe has limited experience, but seems to pick up on things rather quickly. However, you will have to put up with some pretty annoying "B" western cliches!

Fidel
Dahan



The irrepressible Fidel Dahan was bred for this business. At ease with firearms and explosives, he is wanted on a worldwide warrant for his role in the Cancun Catastrophe, but has managed to stay one step ahead of the organizations seeking his capture.

Hurl E.
Cutter



In the short span of time Hurl E. Cutter has been with the organization, he has become a familiar sight to our medical staff and a great source of insider information. Though perfectly healthy, this chatty mercenary just can't seem to keep his lips shut.

Biff
Apscott



A reluctant and nervous mercenary, Biff Apscott is still trying to overcome the disturbing flashbacks of a bad birth and a spiteful mother. Uncomfortable with death, Biff has just completed an advanced nursing class, and is eager to apply his new-found knowledge.

EXTRA: MERCENARY PROFILES

A seasoned veteran of international conflict, Major Spike Scallion was deservingly decorated for the unflinching courage he exhibited while evacuating the villagers of Kampoa under extremely heavy fire. This Major commands respect and a sizable fee.



**Major
Spike
Scallion**

Born to parents of Jamaican and Scottish ancestry, Dr. Raffitto Leevon has attempted to care for the casualties of war during countless conflicts. However, as of this moment, his standing within the medical profession remains sketchy.



**Dr. Raffitto
Leevon**

Dangerous, desirable and devious, Cynthia Guzzman is the latest female addition to our organization. A former nurse from Newark with a doctor's attitude, the Fox is known for her field treatment of casualties, excellent agility and amazing dexterity.



**Cynthia
"The Fox"
Guzzman**

A quiet and reflective member in excellent standing, Sidney Nettleson entertains a certain fondness for putting things to sleep permanently. Sometimes referred to as the "Sandman," his low-key approach doesn't alter the fact that he's a harsh professional.



**Sidney
Nettleson**

Little can be said about Mike, the "Mystery Mercenary," simply because little is known. Persistent rumors, however, do place him in Dallas on the day Kennedy was shot and at Stormin' Norman's pool party in Kuwait. For now, A.I.M. continues to make inquiries.



Mike

A member in good standing, Hector Alvarez was born in Margarita, Venezuela and is therefore familiar with South American terrain and its sweltering temperature. Being a relatively new member, he is eager to take on with almost anyone who will give him the chance.



**Hector
Alvarez**

Agile and able, slippery and swift, Johnny Edwards has managed to slither into range unnoticed, sight up his unsuspecting target, then disappear before the smoke dissipates, time after time, mission after mission!



**Johnny
"Snake"
Edwards**

A longtime member, Ice Williams has been primarily used as a sniper since joining the organization. Undaunted by the prospect of working for those of unknown reputation, he instead prides himself in helping those new to the mercenary game establish themselves.



**Ice
Williams**

Speck T. Kline is one of the more able and less demanding mercenaries within the organization. Taking it apart and putting it back together, so that it's once again in working order, is a hobby and a living for this nervous mercenary from lower Manhattan.



**Speck
T. Kline**

EXTRA: MERCENARY PROFILES

Willy
"Weasel"
Augustin



"Mouthpiece" is a fitting title for wee Willy Augustin, a personality trait that he excels at like no other. Weasel has been with A.I.M. for over five years, and besides some serious fisticuffs with Ears Stockwell, his history within the organization remains uneventful.

Timothy
"Leech"
Jenkins



A two-time world champion trapshooter, Timothy Jenkins has turned in his clay pigeons for the chance to engage in some live action. Dedicated to duty, the cynical "Leech" has a tendency to be over enthusiastic, and a reputation for being slightly hard to shake.

Dr. Clifford
Highball



The flexible Doctor Clifford Highball has honed his shooting skills with a needle and rifle, and is a devout member of A.I.M. for the past six years. Far more versatile than most doctors, he has even shown an interest in learning about explosives.

Frank
"Hitman"
Hennessey



Undisturbed by the scent of death, Frank Hennessey is a member in excellent standing. A private, yet personable individual, the Hitman has a proven track record and a no nonsense disposition. A note of caution: he suffers from buoyancy difficulties.

Lance
Fisher



Fresh meat to the mercenary game, Lance Fisher joined the organization after a short stint with the Indiana National Guard and an even shorter stint, a weekend, in Grenada. He's perfect brownnoser material eagerly awaiting an assignment.

Dr.
Margaret
Trammel



Doctor Margaret "Stella" Trammel was the first female to join the ranks of A.I.M. As a non-specialist, she worked her way through med school as a soldier for hire during spring and summer breaks. She now practices mercenary medicine on a full-time basis.

Dr. Eli
Summers



Doctor Eli Summers has been a devoted member of A.I.M. for over seven years. Though a hopeless shot with a firearm, he is deadly with a three iron, and is currently entertaining the possibility of joining the Seniors' Tour.

Elroy B.
Tolken



Elroy B. Tolken was one of the key men inside the Watergate hotel when Gordon and company were discovered. After serving his time, the longest of those sentenced, he joined A.I.M., and has since plied his trade without legal consequences.

Peter
"Wolf"
Sanderson



Appropriately known as "Wolf", Peter Sanderson has been tracking down the enemy and acquiring a well-rounded knowledge of all mercenary disciplines as a member of A.I.M. for the past four years. His reputation is that of a proven professional.

EXTRA: MERCENARY PROFILES

Back on probation, Bruce Bonner has skirted the edge of reality and toyed with demonic fantasy since childhood. There exists a serious difference of opinion as to whether he should remain within the organization. However, qualified explosives experts remain hard to find.



**Bruce
"Skitz"
Bonner**

Under evaluation for possible eye problems, Walter Yuntz has been with A.I.M. long enough to show substantial improvement in his marksmanship, but it hasn't happened. For the time being, we suggest he'd be used for his competence in other fields.



**Walter
Yuntz**

The laid-back Kirk Stevenson has been with A.I.M. long enough to acquire a respectable experience class and salary. A decent shot and a technical wizard, "Static" worked for years as the lead sound technician on the never-ending "Grateful Dead" tour.



**Kirk
"Static"
Stevenson**

As his nickname, Turtle, suggests, Herman Regents is by no stretch of the imagination one of our most agile members. He is, however, one of the swiftest. . . . He has seen plenty of action in North Africa, and was also a decorated officer on a major metropolitan police force.



**Herman
"Turtle"
Regents**

A member in excellent standing, Len Anderson has been fighting for truth and justice since his teens. A onetime member of the Green Berets and a longtime member of A.I.M., his salary may seem excessive, but his extraordinary abilities easily merit the price.



**Corp. Len
Anderson**

Another member on probation, another explosives expert, Marty Moffat has stood too close to too many explosions and as a result requires a baby-sitter more than a commander. On a more positive note, he is definitely one of the least discriminating members on file.



**Marty
"Kaboom"
Moffat**

Cautious, light-footed and extremely agile, Earl Walker is considered to be one of the best second story men in the business. And even when he's been fingered, his sharp eyes and deadly aim have eliminated the dilemma of witnesses!



**Earl
"Magic"
Walker**

As a supposed member of the clergy and as a member of A.I.M., the Reverend Clyde Potter has toted superior firepower and carried the burden of sinners for nearly twelve years. If you can handle the "Voice of God" within shouting distance, then the price is a sin.



**Reverend
Clyde
Potter**

The youngest child and only daughter of the legendary Colonel Leon Roachburn, Megan Roachburn has decided, like her brothers Gary and Larry, to join the family business and work for A.I.M. Despite a strong desire and extensive training, "Sparky" is unable to swim.



**Megan
"Sparky"
Roachburn**

EXTRA: MERCENARY PROFILES

**Dr. Mitch
Shudlem**



Originally an obstetrician, Doctor Mitch Shudlem has come a long way in the treatment of battle casualties. Like most members on the medical staff, he's expensive, but committed to the well-being of fellow team members.

**Robert
James
Sullivan**



Robert James Sullivan is a distinguished member of A.I.M. and is known in the business as a fearless "finisher." When the chips are down and the enemy's jugular is exposed, there's no better man with a knife in his hand than "Scully."

**Howard
"Carp"
Melfield**



Though Howard Melfield has slowed with age, he continues to serve as an effective member of A.I.M. Despite his obvious lack of specialization, he is devoted. Displaying no loyalty to his peers, he'll relay all the team scuttlebutt with the precision of a poet.

**Carl
"It"
Goodman**



A once-heralded professional wrestler, Carl Goodman is a recent addition to A.I.M. He is often referred to by those who knew him during his ring days as "It," because of his size and manner. However, those who have seen him in water call him "Rock."

**Vincenzo
Massimo**



Caught between the world of war and the world of wiseguys, Vincenzo Massimo has opted for the life of a soldier of fortune. Able to fix anything (including college basketball games), he is fast approaching his first anniversary within the A.I.M. organization.

**Captain
Bob
Adams**



Captain Bob Adams retired from the Air Force at forty-one. He was a decorated F-18 pilot with extensive combat experience. Bored, and eager for action, he joined A.I.M. a year ago, and has made the transformation to field combat rather easily.

**J.P.
"La Malice"
Viau**



Don't let his good looks fool you, La Malice enjoys inflicting bodily harm. A former stripclub doorman from St. Jean, Viau lost his job after stabbing far too many of the bar's clientele. The bar owner remains in critical condition.

Hamous



After meeting some of the best mercenaries in the world and experiencing riveting Metaviran action, Hamous signed on with A.I.M. Motivated by the obvious lack of transportation on the island, he says that once he scraps together the money, he's getting a mini-van.

**Anita
"Mouse"
Backman**



Stella's friend, Anita, was a street performer throughout Europe and North Africa. Her mine act was panned in Paris, booed in Greece and stoned in Tripoli. But after meeting Miss Trammel, Mouse joined A.I.M., and brought her uncanny silence with her.

EXTRA: MERCENARY PROFILES

A disgruntled civil servant, Jack Durham got out of the postal office just before he flipped out. With the help of his therapist and a strong union, "Postie" joined A.I.M., allowing him to vent his frustrations and earn some serious cash while doing so.



Jack
"Postie"
Durham

Edgar Smorth was the leader of the largest biker gang on the continent. He's as tough as, you guessed it, Nails, and he's wanted in just about every country with law. For now, Nails has decided to lie low in A.I.M. A word of warning—Don't mess with the vest!



Edgar
"Nails"
Smorth

As a former member of the British Special Forces, Sheila Sterlin was stationed in Belfast. She is an expert sharpshooter and trained in the art of urban warfare. Though she's new to the organization, Scope is a professional with impressive credentials.



Sheila
"Scope"
Sterlin

The "loose lipped" legend is once again amongst the rank and file of A.I.M. Back from a brief retirement, the Colonel returns determined to amend for the disgrace, he claims, his children have bestowed upon the family name as mercenaries.



Col. Leon
Roachburn

Once, he was the apple of every child's eye, wooed by public broadcasting companies around the world, available at finer retailers everywhere. Today, the costume is gone, and all that remains are the memories and a voice that no one can take seriously.



Roger
"Dyno"
Wittman

Like her father, a five-time marksman in W.W. II, Buzz can pick off almost any target in range. A big fan of the Violent Femmes, she's currently writing her first war/romance novel, entitled, "Under Cover, Under Lynx." She is also a fine source of information.



Louisa
"Buzz"
Garneau

The most recent addition to A.I.M., Alan Webster has served with the United Nation's Peacekeeping forces in some of the world's most troubled spots. Tired of being shot at and finding very little peace to keep, Spam decided it was time for a career change.



Alan
"Spam"
Webster

EXTRA: MERCENARY PROFILES AT A GLANCE

Name	Salary	Health	Agility	Dex.
Dr. Mark "Needle" Kranhium	1900	92	80	81
Gary Roachburn	430	83	68	59
Samuel Garver	1650	75	58	55
Glen "Boss" Hatchet	3000	80	76	84
Lesley "Smoke" Peterson	925	78	87	80
Jimmy Upton	1200	84	82	73
Dr. Ahmad Koolhan	1000	74	77	61
Wink E. Dickerson	170	92	80	68
Mary Beth Wilkens	410	77	90	36
Rudy "Lynx-Eyed" Roberts	2800	81	79	86
Lt. Bud Hellar	1100	73	79	75
Victoria Waters	2600	79	85	72
Larry Roachburn	235	46	72	54
Edward "Ears" Stockwell	350	72	67	58
Murray "Moses" Ebstern	725	49	39	29
Patrick "Screw" Phillips	1400	82	66	71
Helmut Grunther	750	82	79	76
Russell Hunter	1750	74	71	89
Ivan Dolvich	2200	94	90	95
Dr. Bernie Gloveless	650	69	39	48
"Unusually Ruthless" Reuben	40	57	45	39
Murray "Pops" McGillicutty	210	38	14	4
Col. Leo Kelly	3700	95	87	91
Tex R. Colburn	300	71	71	57
Fidel Dahan	1500	88	83	64
Hurl E. Cutter	550	100	81	71
Biff Apscott	190	73	74	71
Maj. Spike Scallion	3900	77	69	86
Dr. Raffitto Leevon	110	70	93	14
Cynthia "The Fox" Guzzman	800	77	85	100
Sidney Nettleson	2500	80	70	91
Mike	10000	97	95	94
Hector Alvarez	575	79	84	88
Johnny "Snake" Edwards	1100	65	89	86
Ice Williams	1650	90	88	87
Speck T. Kline	450	69	51	77
Willy "Weasel" Augustin	135	56	44	36
Timothy "Leech" Jenkins	700	63	58	70
Dr. Clifford Highball	1350	73	60	53
Frank "Hitman" Hennessy	1250	80	81	40
Lance Fisher	200	76	69	61
Dr. Margaret Trammel	1150	85	24	75
Dr. Eli Summers	1000	81	73	58
Elroy B. Tolken	500	63	54	88
Peter "Wolf" Sanderson	1850	87	73	84

EXTRA: MERCENARY PROFILES AT A GLANCE

Wisdom Medical Explos. Mech. Marks. Exp Class Notes

88	98	6	34	62	2
60	11	14	22	67	1
91	11	22	65	86	4
71	9	53	99	84	3
44	7	90	20	69	1
47	0	16	92	56	2
83	83	0	3	66	2
59	2	1	2	38	1
80	44	0	22	55	1
71	23	50	19	99	3
69	19	8	18	78	2
85	16	28	90	80	3
58	49	82	7	50	1
79	22	18	26	54	1
89	29	31	88	84	5
68	4	24	82	64	3
72	14	25	40	69	1
68	0	71	30	64	3
83	5	40	10	91	2
85	94	0	4	75	3
28	0	1	0	32	1
88	18	6	9	85	9
81	13	0	67	94	4
52	0	2	32	65	1
71	3	97	6	85	2
55	44	0	0	60	1
58	22	0	0	47	1
85	11	53	76	92	5
29	4	2	2	44	1
76	60	8	15	54	1
78	39	14	0	91	4
96	67	97	98	99	8
72	6	17	38	61	1
57	0	22	12	80	2
71	0	0	35	86	2
86	11	8	99	49	1
60	0	40	5	54	1
54	9	17	10	98	2
87	79	10	0	83	3
74	3	34	11	93	3
56	21	0	0	44	1
88	89	0	21	69	3
77	70	0	65	49	2
60	12	6	81	55	1
74	44	32	48	74	2

EXTRA: MERCENARY PROFILES AT A GLANCE

Bruce "Skitz" Bonner	120	48	60	51
Walter Yuntz	700	82	55	62
Kirk "Static" Stevenson	2500	79	66	95
Herman "Turtle" Regents	95	53	8	21
Corp. Len Anderson	4600	96	83	89
Marty "Kaboom" Moffat	575	71	93	91
Earl "Magic" Walker	4800	90	99	98
Rev. Clyde Potter	400	74	46	41
Megan "Sparky" Roachburn	370	52	68	88
Dr. Mitch Shudlem	2100	83	71	88
Robert James Sullivan	5500	90	90	96
Howard "Carp" Melfield	310	55	54	52
Carl "It" Goodman	180	95	55	74
Vincenzo Massimo	600	73	75	74
Capt. Bob Adams	1250	81	68	66
J.P. "La Malice" Viau	550	83	81	97
Hamous	245	66	68	66
Anita "Mouse" Backman	750	84	99	94
Jack "Postie" Durham	260	58	61	72
Edgar "Nails" Smorth	1800	72	60	88
Shiela "Scope" Sterlin	2800	87	89	76
Col. Leon Roachburn	1600	65	50	54
Roger "Dyno" Wittman	675	80	59	95
Louisa "Buzz" Garneau	1300	71	84	47
Alan "Spam" Webster	3200	85	97	79

NOTES:

EXTRA: MERCENARY PROFILES AT A GLANCE

31	0	69	0	47	1
83	24	48	95	24	2
60	10	24	98	84	3
85	2	5	12	75	2
83	35	47	54	83	5
13	0	84	27	58	1
80	14	22	91	93	4
54	15	41	15	64	2
51	0	28	86	47	1
97	96	24	13	56	3
93	36	58	61	91	5
77	2	5	15	67	2
29	0	0	3	61	1
65	0	4	87	65	1
97	37	33	26	72	2
55	2	6	12	77	1
35	0	0	2	74	1
75	10	0	4	69	1
68	8	14	13	66	1
79	11	51	63	84	3
81	17	9	1	99	4
77	20	21	33	83	5
45	31	85	0	60	1
90	0	0	0	96	3
88	42	19	75	78	3

EXTRA: THE TUTORIAL CAMPAIGN

If you've never played a *Jagged Alliance* game before, *Jagged Alliance: Deadly Games* comes with a tutorial campaign that introduces you to some of basic ideas of the game: firing weapons, mercenaries' line of sight, explosives, and so on.

Loading the Campaign

To play the tutorial campaign, start the game. Click on **SINGLE PLAYER**, then **START NEW GAME**. Choose a team name and color. When the **Single Scenario** screen appears, click the bullet that reads **SELECT SCENARIO** until it reads **SELECT CAMPAIGN**. Also, make sure that the enemies bullet reads **SCENARIO ENEMIES**. Then, click on **START SOLO GAME**. A list of campaigns will appear. Click on the **Tutorial campaign**, then click on **LOAD**.

After Gus briefs you on your mission, the **Team Screen** will appear. You'll need to hire some mercenaries before you head to the field. Click on **A.I.M.**, which will take you to the **A.I.M. interview screen**. Hire Beth, Hurl, Larry, Malice, Leech, Grunty, Hector, and Ivan. If Ivan isn't available, hire Sidney or Scope. To hire a merc, click on his portrait on the interview screen.

Your Team

While most mercs on this team aren't very experienced, they are inexpensive and learn fast. Both of these qualities are extremely important in campaigns! Two of the mercs, Beth and Hurl, have medical skills and equipment. Grunty and Hector have decent mechanical skills. Larry is good with explosives (but not much else). And Ivan—well, you'll see.

When you've hired all your mercs, click on **EXIT** to return to the **Team screen**. You can access a merc's inventory here by clicking on the merc's portrait. In inventory, give each merc a couple of extra boxes of ammunition (make sure the ammunition fits the merc's gun). When you're ready to go, click on a merc's portrait to exit the **Inventory screen** and return to the **Team screen**. On the **Team screen**, click on **START** to begin the mission.

Mission 1

Mission 1: Firing a Gun.

The first tutorial mission is simple. You have come across two enemy mercenaries. You must kill them.

When the mission starts, your mercs have already taken pretty good firing positions. Select the merc you want to fire first by double clicking on his portrait (or by double-clicking on his body). To aim your gun, right click: you will get a red target-shaped cursor. Place the target cursor over the enemy you would like to shoot at, and left click. The number in the center of the cursor tells you how many action points it will take this merc to shoot.

If you like, you may fine-tune your aim at this point. Right click and you'll get a rectangular red cursor with the number of action points the merc is taking for the shot in the center. Right click again and the number will go up. The more points you add, the more carefully the merc will aim. You may add up to four points.

To fire, left click. The gun will go off and the bullet will head in the general direction of the target. Of course, it may not hit the enemy! (Not all of your mercs are expert marksmen.) You may now select another merc and have him fire.

You'll notice that some mercs do better at harming the enemy than others. This is due to a number of things—the merc's marksmanship skill, his experience level, how far

EXTRA: THE TUTORIAL CAMPAIGN

away he is from the enemy, the weapon he's holding, and so on.

When all your mercs no longer have enough action points to fire, click on **DONE** to end your turn. The enemy will then move. If the enemy mercs are still in one piece, they may fire back.

Within a couple of turns, the enemy should be toast. If they start to run away, you'll have to go after them. To move a merc, select him, then left click on where you want him to go. Note that you can follow wounded enemies by their blood trails!

Dead enemies may leave ammunition on the ground. You can have a merc pick up the ammo by putting the cursor over the ammo and holding down the **CTRL** key. The cursor will turn into a hand shape. Left click and the merc will walk to the item and pick it up (if he has enough action points remaining).

If any of your mercenaries have been wounded in battle, you may give them field treatment. Select a merc with a medical kit or first aid kit (Beth or Hurl). Place the medical kit in the medic's main hand, then right click. The cursor will turn into a cross. Click the cross on the wounded merc, and the medic will walk over to the merc and start bandaging him. For permanent healing, though, the wounded merc will need treatment after the mission is over.

After the enemy has been wiped out, click on **DONE** until the mission ends. You've just successfully completed your first *Deadly Games* mission!

Before the second mission starts, the Team screen will reappear. From here you may attend to your team: you can go into inventory and change equipment, or contact A.I.M. and hire new mercs if one of yours has died.

You can also change assignments on the Team screen. If one of your mercs was badly wounded in the first mission, you might want to have him healed. Click on the wounded merc's name and a list of tasks will appear. If you click on **PATIENT**, the merc will stay behind this mission for healing.

Of course, a patient needs a doctor. Click on Beth or Hurl's name, then select **DOCTOR**. Make sure the merc doing the doctoring has a medical kit or first aid kit in his or her main hand. Note that both the doctor and the patient will remain at base and won't be available to fight in the next mission.

While your attending to your inventory or your mercenaries, the arms dealer Micky O'Brien may appear. He'll offer you some merchandise. You can make an offer if you like, but don't forget: you have mercs to pay and a lot more missions to complete! Click on **START** when you're ready to begin the second mission.

Mission 2: Line of Sight.

The second mission illustrates one of the most important concepts in the game: you see only what your mercs see. If an item or enemy isn't in your mercenaries' line of sight, you won't see it on the screen.

After the mission starts, have one of your mercs walk to the south. After taking a few steps, the merc will tell you he's found a gun lying on the ground. Now, that gun didn't

Mission 2

EXTRA: THE TUTORIAL CAMPAIGN

appear out of thin air: it was always there. It's just that none of your merc's could see it until it was within their line of sight.

Since your mercs can't see everything on the map, you should move cautiously. There could be hidden enemies lurking around every corner, waiting to fire at you. There might even be enemies sneaking up unseen in back of your mercs.

The reverse is true, too. You can also surprise your enemies, if their backs are turned. Move your mercs to the south. Eventually, they'll come across a couple of enemies. Since these enemies are facing away from the mercs, they won't notice your right away (unless your mercs are making a lot of noise).

Once you spot the enemies, you can either start blasting away at them (which will definitely get their attention), or you can try to get a little closer so you can aim better. You may want to have some of your mercs crouch behind trees for cover. To make a selected merc crouch, right click on him, then left click. Mercs are harder to hit when they're crouching.

After finishing off the two guards, hunt down the civilian, Flounder, who is the target of your mission. (Normally it's a good idea to leave white-shirted civilians alone, but here you have to shoot one to win.) Of course, Flounder will do his best to run away.

While some of your mercs are chasing after Flounder, send another merc into the building. To have the selected merc open the door, just put the cursor over the door (it will say "door") and left click. The merc will walk over to the door and open it.

When the merc enters the building, one of the first things she'll see is an overturned chair. If that chair had been an enemy, your merc would probably be dead by now! Always use caution when entering buildings: it's very easy to be ambushed.

Have the merc walk over to window. Outside the window, she should see a Kevlar vest. Mercs can see, and shoot, through windows. (So can enemies, so be careful around windows.)

Once Flounder goes to his reward, have your mercs look around for items. The crates inside the building contain some goodies. To open a crate, place the hand cursor over the crate and left click.

Mission 3

Mission 3: Locks and Keys

Mission three introduces you to locks. You have a large compound to search, so start by killing off the enemy as quickly as possible. After the enemy has been eliminated, try to get into the buildings. No luck—they're locked. Fortunately, those dead guards were carrying keys. Use the key on a locked door by putting the key in the mercenary's main hand, and then right clicking. A key cursor will appear. Click the key cursor on the door, and the merc will walk over and try to unlock the door with the key.

Search the buildings as quickly as possible. You need to find that videotape before the turn limit is reached! (If you're desperate, here's where it is: in the upper right building.)

In the same building as the videocassette, you'll find a door with a different kind of lock.

EXTRA: THE TUTORIAL CAMPAIGN

Try opening this one with a locksmith's kit. Put the locksmith's kit in the main hand of someone with a decent mechanical skill (try Grunty or Hector), then right click. You'll get a special lock picking cursor: click this on the door. You may or may not succeed in picking the lock. If you fail, there is a key elsewhere in the compound: it's the one that looks different than all the rest.

Behind this door are some goodies in crates. You may want to use the crowbar to pry those crates open—some are sealed tight!

Mission 4: Explosives

Mission 4

Now it's time to play with explosives. In this mission, you need to destroy the south bridge. To do that, you'll need to use the live explosives provided before the mission begins. There's only one catch: the south bridge is protected by enemy forces on the small southern island.

Pick up the explosive and detonator (you might need them later) and start making your way south. Try to get a couple of mercs into position to cover the south bridge. Get the merc with the live explosives (preferably Larry, since he has a high explosives skill) under cover close to the bridge. When you're ready to plant the bomb, place the live explosives in Larry's main hand, then right click. You'll see a bomb cursor. Click the bomb cursor on the first bridge square that's over water. Larry will walk over and place the bomb.

The game will now ask if you want a long fuse. If Larry and your other nearby mercs have lots of action points left, answer "No." Then get away from the bomb as quickly as you can! If Larry or other mercs are short on action points, answer "Yes." The bomb will take longer to go off, and you can use that extra time to get to safety.

When the bomb explodes, anything that's too close will take major damage.

If something goes wrong—you placed the bomb in the wrong place, say, or the merc with the live explosives was killed before he could plant the bomb—you can create another live explosive by merging the explosives you found on the ground with the detonator. Give the items to a merc with a decent explosives skill (preferably Larry) and enter that merc's Inventory screen. Place the explosives in his main hand, then place the detonator in the attachment slot under the main hand slot. If the merc is successful in merging the two items, you'll have some more live explosives. If not, the quality of both items will drop, and you'll have to try merging again.

After destroying the bridge, take out the enemy mercs on the south island, then loot the building. This mission gives you your first taste of fighting enemies hidden in buildings. It can be tough! (Fortunately, the guy in this building is a poor shot.)

Mission 5: Mines

Mission 5

In this mission, all you have to do is make it into the building on the south side of the screen. There are only two small problems. One is that there is a group of angry enemy mercs after you. The other is that the area between you and the building is covered with hidden land mines. Tread carefully, or you'll risk being blown up!

Equip your mercs with the metal detectors by picking them up and placing them in the

EXTRA: THE TUTORIAL CAMPAIGN

mercs' main hands. To have a merc with a metal detector scan the path for buried mines, right click to get the metal detector cursor, then left click on the merc's destination. The merc will walk towards his destination while carefully scanning the ground. If he detects any buried objects, he'll place a blue flag to alert you of danger.

Have your armed mercs follow behind the metal-detecting mercs. Don't step on any squares marked with a blue flag! On the way, some of the more experienced mercs may notice buried items, even though they don't have metal detectors. In these cases, the merc will ask you if you'd like to place a blue flag on the suspect spot.

If you're feeling extremely brave, you can try disarming the land mines by clicking on them with the hand cursor. It's faster, and safer, to walk around them, though.

Eventually the pursuing enemy will start firing at you from the rear, so keep a merc with decent marksmanship near the rear of your formation, to pick off any snipers.

Mission 6

Mission 6: Mortars

This mission illustrates the principle that anything is possible if you have the right tools. It also lets you blow stuff sky-high with *Deadly Game*'s most deadly weapon, the mortar. The mortar is capable of firing high explosives long distances over trees and buildings, causing massive destruction.

When you start the mission, have someone with lots of action points (Hurl, say) pick up the mortar and as many of the mortar shells as he can carry. Have another merc pick up the live explosives.

If you take your mercs down the path that curves around to the southeast, you will probably run into trouble. First, there are some hidden mines. Second, there are many, many enemies standing around, armed with very nasty weapons. You don't want to plunge headlong into that.

Instead, send a couple of scouts down into the clearing near the building. Get them as far south as possible, then face towards the building. You should spot the satellite uplink. You'll also spot a bunch of enemies to the south. The mortar is perfect for clearing out that nest of hornets.

Have the merc with the mortar load it with a mortar shell, then walk south until you're a couple of steps away from the trees. The next turn, have the merc with the mortar aim carefully at the group of enemies to the south, then fire. The mortar will sail over the trees (unless you were standing too close to them) into the middle of the enemy group. That should thin out the enemy nicely.

Meanwhile, send the merc with the live explosives down the path. Watch out for mines! Have the merc with the mortar fire the rest of his shells into the enemy group. By the time the merc with the explosives makes it past the mines, enemy resistance should have been weakened considerably. Blow up the uplink with the explosives, and your mission is complete.

There's an even faster way to complete the mission. Give the mortar to your best merc (probably Ivan) and have someone scout the clearing to the south until they spot the uplink. Have the merc with the mortar aim at the uplink. It may take a couple of shells,

EXTRA: THE TUTORIAL CAMPAIGN

but with the right merc and the right positioning, you can blow up the uplink with a mortar shell and win the mission without shooting a single enemy.

Mission 7: Stealth

As the last mission showed, running straight at the enemy isn't always the best plan. In this mission, a shoot-first strategy is even less useful. As soon as the enemy detects your mercs, an enemy merc will head straight to the building to the north to destroy the blueprints you're supposed to fetch.

To achieve your mission, you'll need to use stealth. The camouflage kit you receive before the mission starts will help. A merc with camouflage on is harder to see. Apply the camouflage by clicking the kit on the merc's chest on the inventory screen.

When you start your mission, you'll find some crates with some other useful items. Silencers can be fitted to certain guns: when equipped, they dramatically reduce the amount of noise a gun makes. The silencers will fit on the Uzi and the Berettas you'll find. The stun grenades will knock enemies unconscious until the end of the round, so that you can pick them off more easily.

The two most important tools for winning this scenario, though, are a little bit of planning and the SNEAK command. The mission briefing notes that the enemy is located mainly on the southeast side, so it makes sense to head on the western side of the island, using the trees as cover.

You can make your mercs move more quietly by using the SNEAK command. To make a merc sneak, select the merc, then left click on his destination while holding the SHIFT key down. Sneaking mercs move very quietly, but also very slowly. It will take several turns to sneak your mercs up the west side of the island.

With luck, you'll reach the top of the island undetected. Send a merc into the building, grab the blueprints, and leave the building. Your mission accomplished, you may now make as loud a racket as you like. Spend the rest of the mission killing off the enemy and looting the bodies.

If your mercs are detected along the way, try to kill the enemy merc you've encountered with your silenced guns. You may be able to kill him before he radios news of your arrival to his comrades.

Sneaking all of your mercs the length of the island can be tedious. Some of the less experienced mercs are also very noisy sneakers. You might want to try another approach. Have just your best merc (probably Ivan) sneak up the west side. Keep the rest of the mercs hiding on the southern end of the island. If your best merc is detected while you're sneaking, have him make a mad dash to get the blueprints while the rest of the team runs out onto the southeast beach, guns blazing. The risk is that, if you're caught, your best merc may be killed and the blueprints destroyed.

With the tutorial campaign complete, you're ready to take on the full single player campaign. The enemies you'll encounter there will be smarter and tougher than in the tutorial, and the challenges will be more difficult. The basic skills you've learned still apply, though. Good luck, and good hunting!

Mission 7

You Did It!

EXTRA: CUSTOMER SUPPORT

*See inside front cover for support phone numbers
and hours of operation*

Technical Support

If your game isn't working as you would expect it to, feel free to call us at (315) 393-6644 or fax us at (315) 393-1525 (sorry, no game hints . . . tech support people don't play the game, so they'd just be making it up anyway). Technical Support lines are open Monday through Friday, 9 a.m. to 5 p.m. (except holidays). You may also write to us.

Technical Support
Sirtech Software, Inc.
P.O. Box 245
Ogdensburg, NY 13669

When you call, fax or write, please have ready your computer make, amount of memory and operating system. Additionally, please inform us if your computer has any special start-up programs or memory resident programs. For the fastest service, be at your computer and have your computer on.

Repairs

If your disk has become unreadable within 30 days of purchase, return it with a dated, original receipt to Sirtech Software, Inc. for a free replacement. After 30 days, enclose \$10.00 to cover costs of media restoration or replacement plus \$2.50 to cover shipping and handling. (NY residents, please add 7% sales tax to the total of repair and shipping.) Prices are subject to change without notice. Please include the following information in your package. Failure to do so could delay processing time:

- Original CD or diskettes
- Warranty card (if not already sent to us)
- Letter explaining problem and computer configuration
- For free replacements within 30 days, original and dated sales receipt (it will be returned to you)
- For replacements after 30 days, \$10.00 repair charge plus \$2.50 shipping handling fee and tax if applicable

Updates

From time to time, Sirtech issues product updates. If you're having trouble with your game, please contact our Technical Support Staff. We may have an update that solves your problem. Updates are frequently available on the Sirtech Web page (www.sir-tech.com) and CompuServe as well.

Register Your Game

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